JUNE-JULY 86 NO. 29 $2.95

COMPUTER GAMING WORLD

THE JOURNAL OF COMPUTER GAMING



Battlegroup & Mech Brigade

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COMPUTER GAMING WORLD (ISSN 0744-6667) is published nine times per year by Golden Empire Publications Inc., 515 S. Harbor Blvd., Suite A, Anaheim, CA 92805. Second Class Postage Paid at Anaheim CA 92803 and additional mailing offices.

Postmaster: Send address changes to Computer Gaming World, P.O. Box 4566, Anaheim, CA 92803-4666.

The subscription rate for 9 issues (one year) is $19.95. Canadian subscriptions add $7.00. Outside of U.S. and Canada add $26.00 (foreign air). All payments must be in U.S. dollars, made by check drawn upon a U.S. bank, Visa Card, Master Card, or money order.

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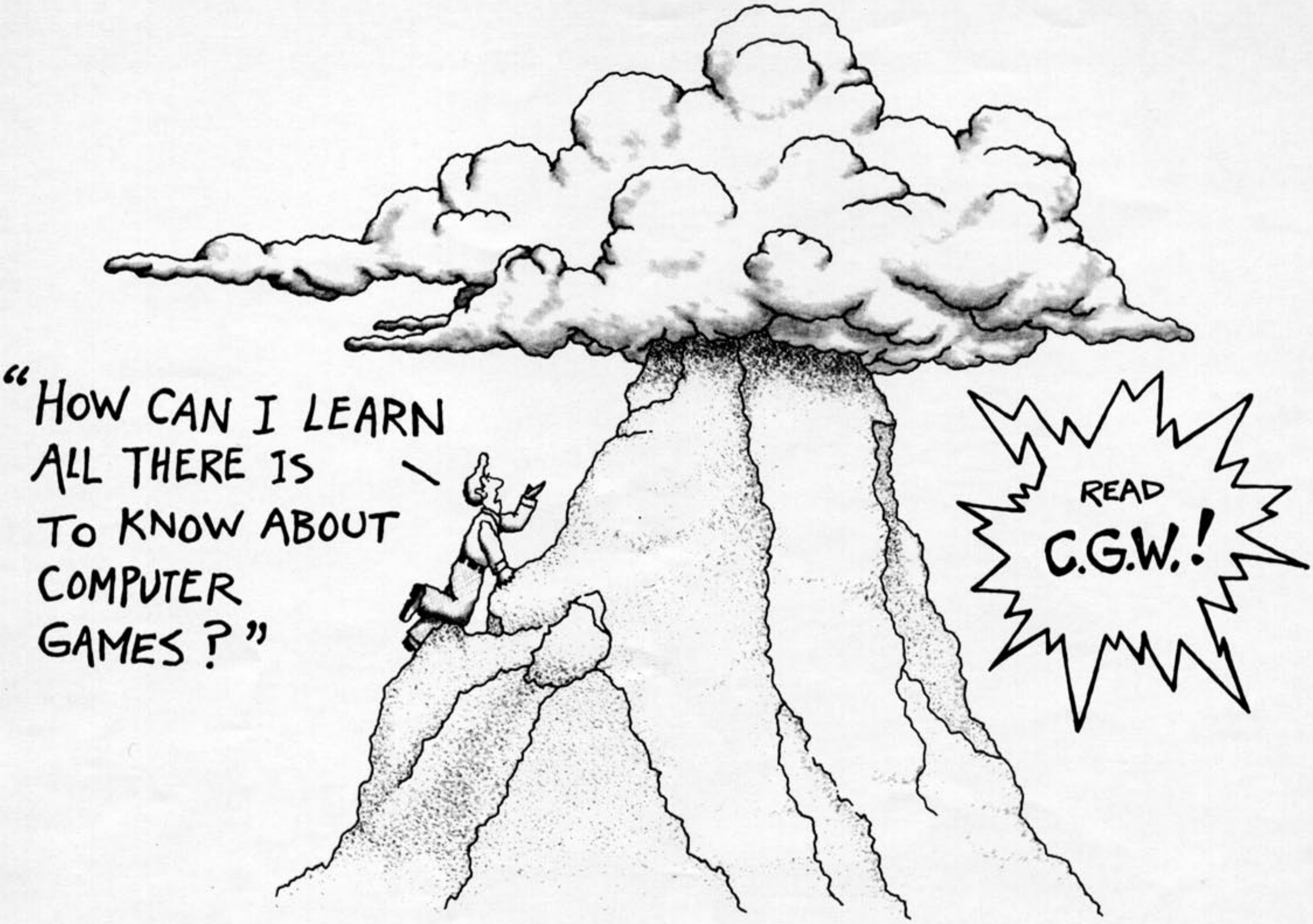
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Circle Reader Service #1



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TAKING A PEEK

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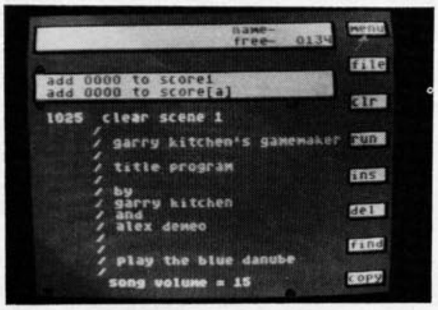
GAMEMAKER: By Garry Kitchen. NOT a game, rather a collection of design tools that allow you to create your own game. Included are modules to create graphics and animation, music and sound effects. All commands needed to generate a game program are accessible via joystick. Can be used to create games, animated commercials and cartoons. C64/128, Apple. Circle Reader # 2.

ALTER EGO (Female): The distaff version of Dr. Favaro's fine role-playing simulation (the Male version was peeked in CGW #27). Identical in format to the Male program, but with (obviously) different life choices to make. Dr. Favaro visited CGW recently and we were impressed with the depth of research that went into these programs. They are unique, fascinating, thought-provoking and enjoyable to play. Be aware that there is a parental discretion advisory for the games, based on the sexually explicit material covered. The sexual material is NOT gratuitous, it is handled in a mature and realistic manner. C64, Apple, IBM, Mac. Circle Reader # 3

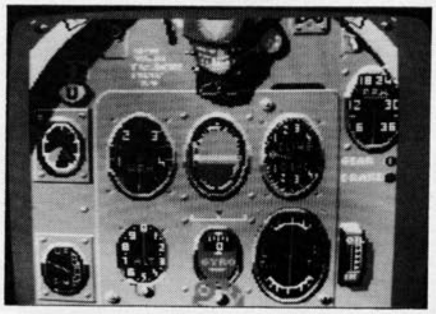
THE MUSIC STUDIO: A tool kit for comprehensive music composition, ranging from a simple tune played on the computer to an elaborate fifteen-channel, three-verse score which can be channeled through an electronic keyboard (such as the Casio CZ101) for maximum audio performance. An extremely powerful micro-based music composition program. C64/128, Atari 800 ($34.95), IBM, Amiga, ST ($59.95). Circle Reader # 4.

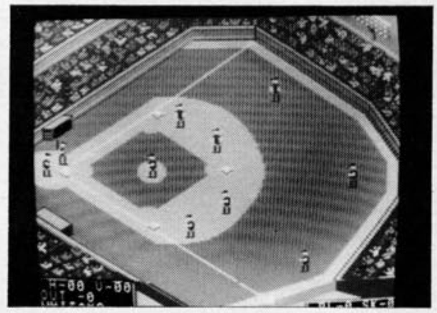
Avalon Hill
4517 Harford Road
Baltimore, MD 21214
301-254-9200

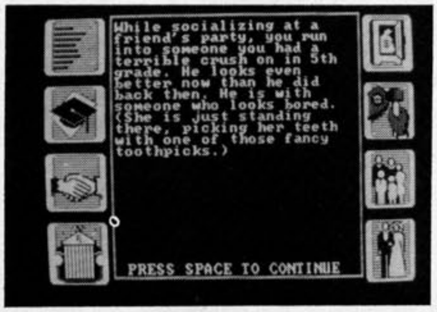
SPITFIRE 40: A combination flight simulator and game, based on the classic British fighter. The instrument panel is an exact replica of the Mark I Spitfire and the computer plane handles like the real thing. Your flight log is



GAMEMAKER


SPITFIRE 40

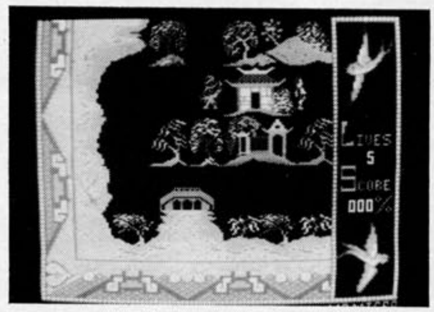

WORLD'S GREATEST



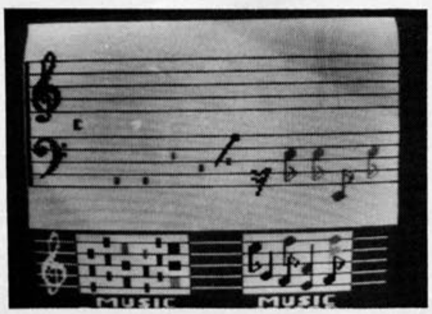
ALTER EGO



WORLD GEOGRAPHY



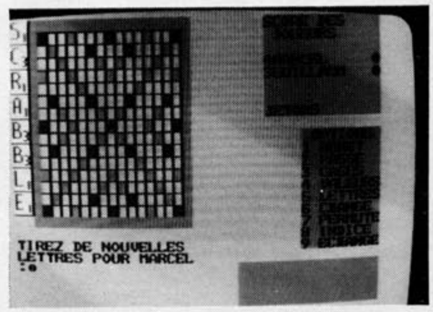
WILLOW PATTERN



THE MUSIC STUDIO



MIND MIRROR



MICRO-SCRABBLE

saved to disk and the simulator becomes more realistic (and Germans more difficult to kill) as your flight time increases. The second portion of the program is a solitaire or multi-player game. Your mission is to shoot down as many enemy planes as possible before you run out of lives or ammunition. C64/128 ($35). Circle Reader # 5 .

Bobco
200 7th Avenue, Suite 111
Santa Cruz, CA 95062

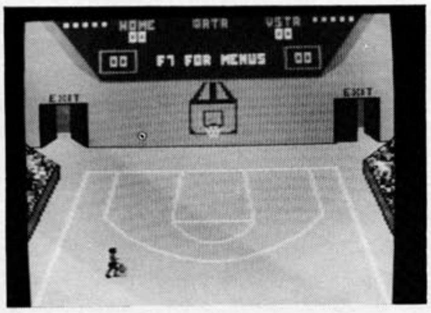
WORLD GEOGRAPHY: Educational game designed to teach information about 175 countries in the world. The graphics are excellent but the educational value is somewhat limited. The same five questions are asked about each country (capital, currency, etc). Bonus questions deal with identifying country flags. C64. Circle Reader # 6 .

Electronic Arts
1820 Gateway Drive
San Mateo, CA 94404
415-571-7171

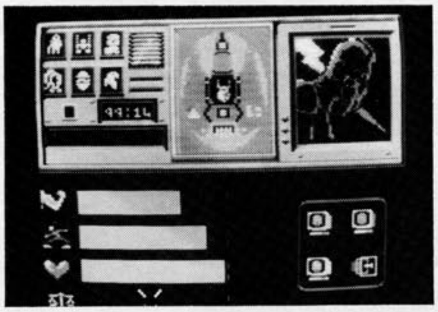
MIND MIRROR: Created by Dr. Timothy "Relic of the 60's" Leary! Yep, the Guru of LSD himself. The game is described as a "mental awareness" program. Possibly for those of us who are unaware of our mental. The most interesting aspect of the program is the Life Simulations section. You are presented with a series of situations and asked to respond to each one through the eyes of your subject. Successful navigation through a series of such situations allows access to the subject's Home Zone and a new series of situations. The situations are irreverent and thought-provoking. The general goal of *MM* is similar to *Alter Ego*, but the execution falls short of *Alter Ego's*. It is quite funny and would be a welcome addition to a sophisticate's party. IBM. ($34.95). Circle Reader # 7.

Epyx
1043 Kiel Court
Sunnyvale, CA 94089
408-745-0700

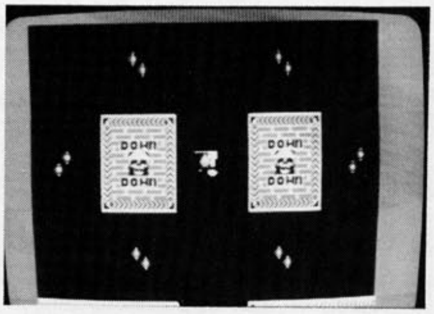
WORLD'S GREATEST BASEBALL GAME: An enhanced version of a previously released game. This model allows you to recruit and manage your own All-Star team against any of 75 various teams. Includes improved graphics, the ability to trade players from team to team, stats from selected All-Star and World Series teams and a scoreboard with trivia questions between innings. The managerial options are a bit limited but this is a nice addition to the roster of stat-based baseball games. C64/128, Apple, IBM. ($24.95 to $34.95). Circle Reader # 8 .



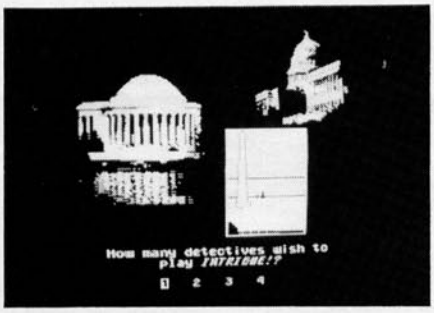
GBA BASKETBALL



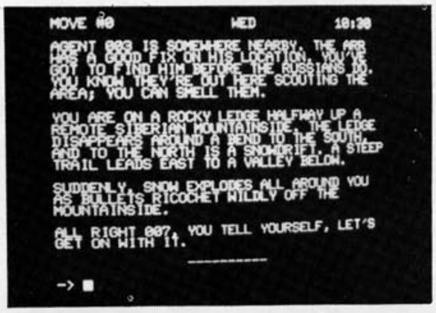
SHADOWFIRE



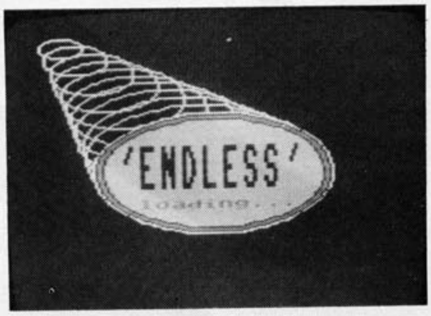
ENDLESS



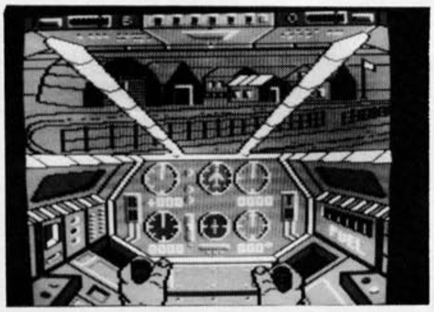
INTRIGUE



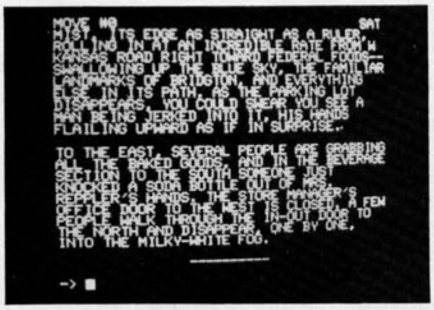
A VIEW TO KILL



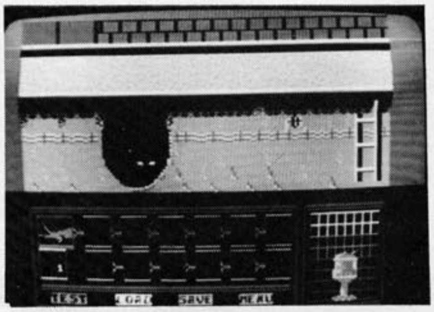
Pun intended?



INFILTRATOR



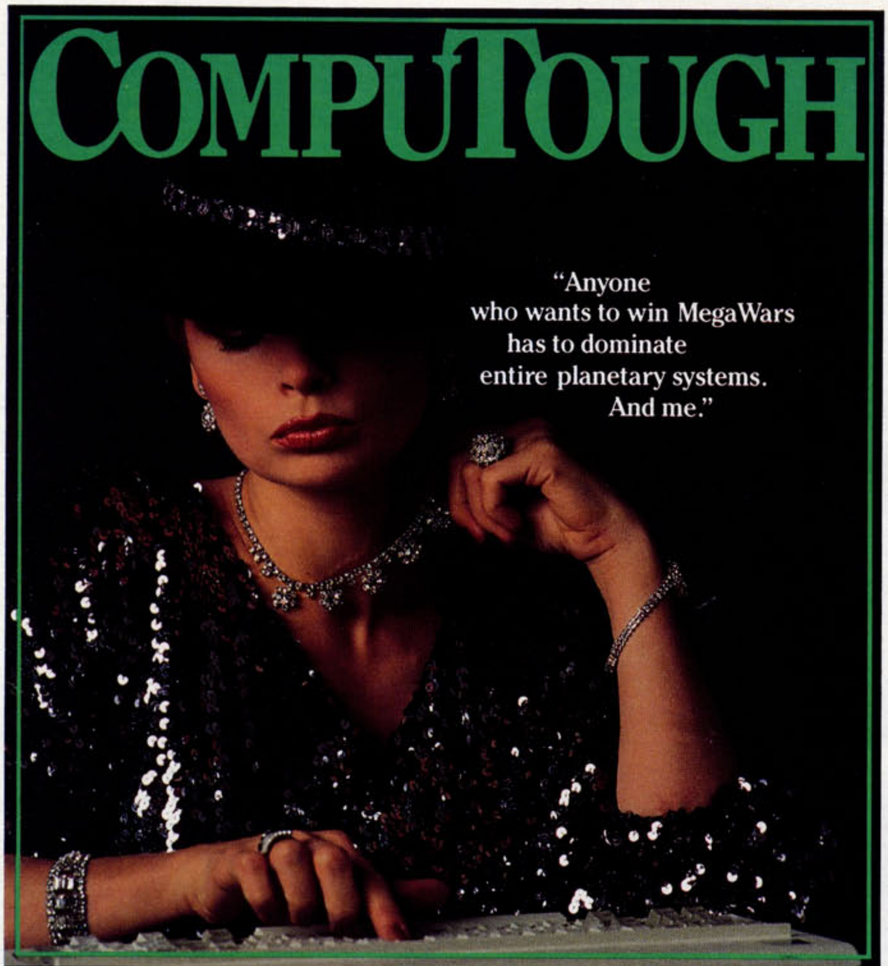
THE MIST

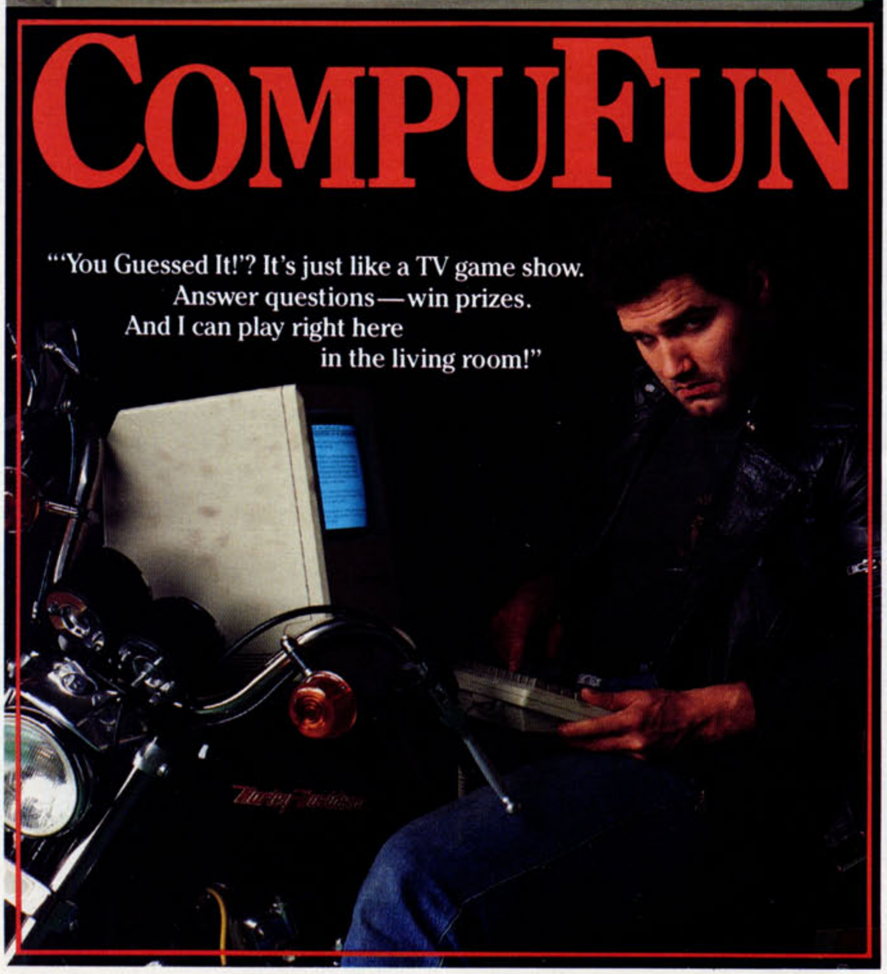


FLOYD THE DROID



"Getting it up
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Spitfire
40
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More than just a flight simulator, it is a matter of life and death with you at the controls of one of the world's most versatile aircraft. The cockpit has working dials, gauges and compass. Taking off, landing and flying are based on the Mark I Supermarine Spitfire, right down to fuel pump problems actual pilots faced while diving!
With a choice of simulator and game scenarios, the game gives any number of players a chance to shoot down enemy aircraft. You can save your log to disk, so you can record the number of kills and flight hours you've flown. Succeeding flights become tougher as your Spitfire demands more flying and fighting skill, providing a never-ending challenge.
Comes with authentic Pilot's Notes, similar to those the RAF handed out to its pilots. You'll be flying one of the most memorable planes of World War II, with a little luck, a little skill, and by the seat of your pants. On disk for your
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SUPER SILVER DISK series: A raft of inexpensive imports from England. Each disk contains two arcade and/or graphic adventure games. Ones we've received include *Gerry the Germ, Microcosm, Rasputin, Chicken Chase, Booty, Cylu, Underwurlde, Sabre Wulf, Willow Pattern and Chimera.* C64/128. ($13.95). Circle Reader # 9.

Gessler Educational Software
900 Broadway
New York, NY 10003-1291
212-673-3113

MICRO-SCRABBLE: Plus de 20,000 mots. Avec MS vous allez pouvoir jouer seul ou en famille au Scrabble, en utilisant votre micro-ordinateur pour simuler de 1 a 4 joueurs. If you can read the above then you will likely be very interested in this game, which is Scrabble in French. The instructions are in both English and French. C64. Circle Reader #10.

GBA CHAMPIONSHIP BASKETBALL: TWO ON TWO: A computer basketball simulation which emphasizes teamwork. You have control of two players and can play practice sessions, games against a friend, one player vs computer, two players versus computer or league competition with the 23 teams included on the disk. C64/128. ($34.95). Circle Reader #11.

Kinemation
Four Winds Road
PO Box 3076
Peterborough, NH 03458
800-535-5665

INTRIGUE: A humorous illustrated text adventure. To solve the mystery, you talk with the characters and search around Washington, DC. There are thousands of variations so the game is different each time, with three difficulty levels. One to four people can play. Comes with a money-back guarantee (nice touch). C64/128, Apple. ($29.95). Circle Reader #12.

Mindscape
3444 Dundee Road
Northbrook, IL 60062
312-480-7667

INFILTRATOR: Animated graphic adventure by Chris Gray. You are a helicopter ace who must fly through enemy air space and reach strategic targets. Three missions with increasing difficulty. Includes a realistic helicopter flight simulation and military ground missions. Good graphics. C64/128. ($29.95). Circle Reader #13.

SHADOWFIRE: Real-time graphics adventure. Icons for giving commands to your team of six Enigma agents. Good use of window techniques and a nice touch of humor to the generic adventure scenario. C64/128. Circle Reader #14.

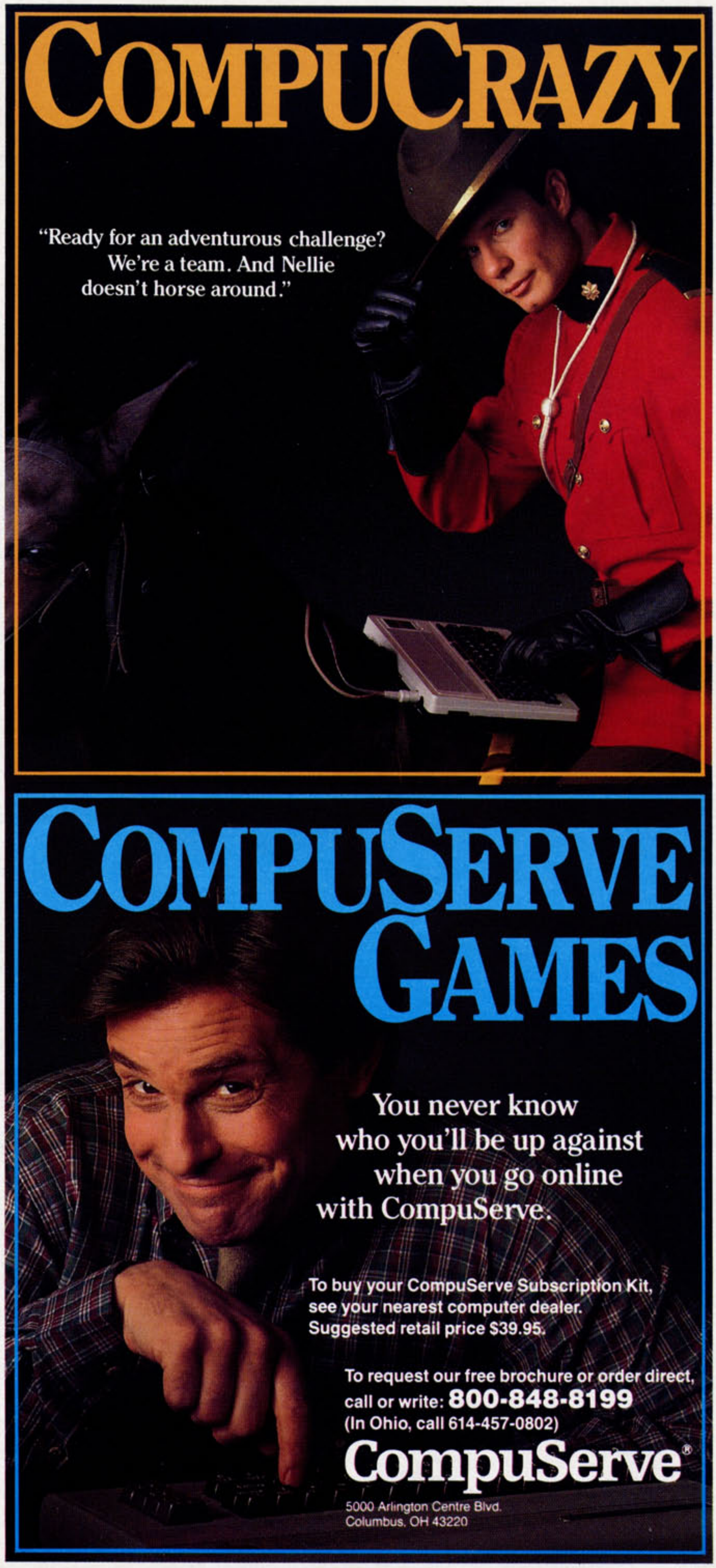
A VIEW TO A KILL: A James Bond interactive fiction adventure. Full sentence parser. If you like James Bond, if you like text adventures, then give this one a try. Apple 64K. Circle Reader #15

STEPHEN KING, THE MIST: An interactive fiction, text adventure based on the popular horror thriller by Stephen King. A fog has descended on the familiar city of Bridgton. You must fight the beasties of the Mist and discover the secrets of the Arrowhead project. Apple 64K. Circle Reader #16.

RadarSoft US
A.C.K. Inc.
655 John Muir Drive, E411
San Francisco, CA 94132
415-239-5357

ENDLESS: Arcade adventure. Your mission is take your super powerful helicopter on a mission to destroy a creature from a distant galaxy that has invaded Earth. 500 screens. C64/128. ($39.50). Circle Reader #17.

FLOYD THE DROID: Icon driven arcade adventure. Your mission is to clean out the sewers of six major cities, aided by Floyd. You must deal with the rats, alligators and hoodlums dwelling in the sewers. C64/128. ($39.50). Circle Reader #18.



Battlegroup & Mech Brigade

Twice More With Feeling

by Jay Selover

Gary Grigsby seems to do everything in threes. After designing the highly acclaimed *Guadalcanal Campaign*, he produced two more games in the same mold (*Bomb Alley* and *North Atlantic '86*). Now, he has followed up his *Kampfgruppe* design with two additional titles; *Mech Brigade* and *Battlegroup*. *Kampfgruppe* has been one of the most highly praised computer wargames yet, and has consistantly nested at the top of the *Computer Gaming World* "Reader Input Ratings". Its two progeny may not explore too much new ground in game design, but they do allow aficionado of other military specialties access to Gary's excellent design.

For those who have not played the original *Kampfgruppe*, it is a tactical/operational recreation of combat on the East Front during World War II. It is tactical in that each man and vehicle is accounted for. But it is operational in that the player thinks in terms of platoons and companies. The typical scenario in *Kampfgruppe* covers about an hour of fighting and each player commands somewhere from a reinforced battalion to a regiment. The unit of maneuver for each side is a platoon (of either vehicles or men), with the computer keeping track of the current strength of each unit (how many men or vehicles have been lost). Platoons are organized into companies, and companies into battalions. Each superior organization has a headquarters unit which is critical in keeping the subordinate units moving and doing what you want them to do. The game comes with several pre-designed scenarios, but a large part of the allure of the game is its "design your own scenario" feature. This allows you to make a new random map for each game, or to even construct one square by square if you have the patience. Each side then "purchases" its units based on a "points per unit" system and a set allowance of points for each scenario.

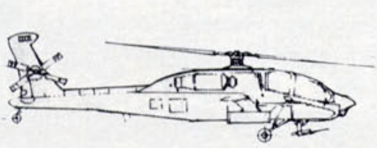
The units are all German and Russian (it is an East Front game, after all), and cover many of the fighting vehicles of the two countries. Depending on the time frame of the scenario, you could be equipped with little Pzkw III's or hefty King Tigers. The game play involves both sides plotting their orders for each unit before each two minute turn. The computer then takes over and executes the turn, moving each unit towards its destination and firing each unit with a fire order.

If it seems like I'm taking a lot of space describing *Kampfgruppe* it is because most of it transfers directly to the two following games. The scale of the units and map are the same, the game mechanics are the same, and the general course of play is the same. So how do they differ? Well, let's go chronologically and consider *Mech Brigade* first.

Mech Brigade is the most different of the three games because it covers current era conflict while both of the others deal with World War II. Despite the similarities in the designs between *Kampfgruppe* and *Mech Brigade*, they play with a very different feel. The addition of anti-tank guided missiles (ATGM's), combat helicopters, and all the other trappings of modern combat make *Mech Brigade* a much more dangerous place to take a Sunday stroll.

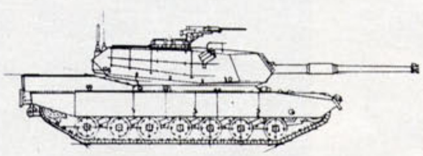
Mech Brigade simulates a near-future conflict between NATO and the Warsaw Pact in Germany. The four scenarios supplied with the game cover a Soviet rout of forces in the Fulda gap, an assault on Wurzburg, a NATO assault near Karlsruhe, and a meeting engagement to the north near Hamburg. The units in the game include most of the current arsenal of the U.S., West Germany, Great Britain, and the Soviet Union. Actually the Russian units could be representing almost any Warsaw Pact army because of the basic unity of equipment within that command (even though the Russian allies tend to get the old stuff). In contrast, the player on the NATO side will be one particular nationality and can be assigned only those units used by his country. Even more than the differences between the

NATO HELICOPTER



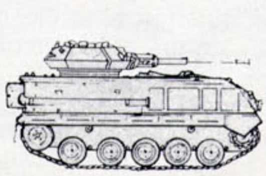
APACHE

NATO TANK

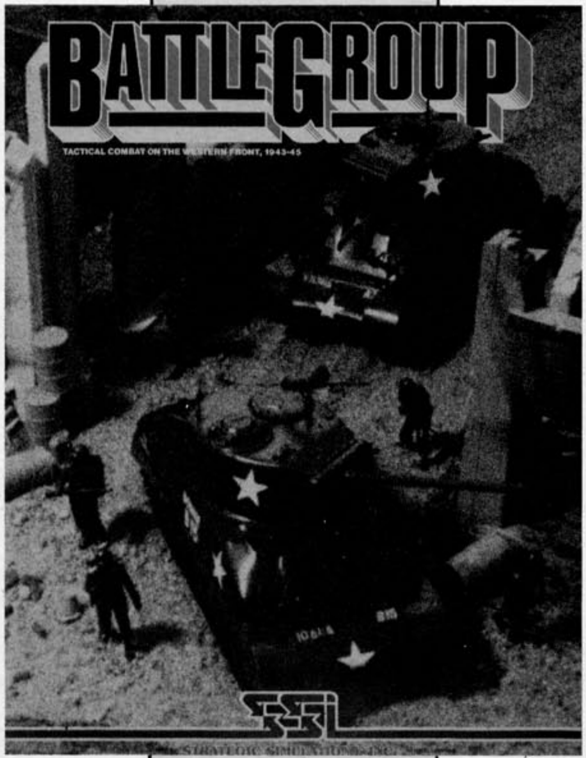


M1 (ABRAMS)

NATO APC/MICV



FV432





American M-1 Abrahms, the German Leopard II, and the British Challenger; it is interesting to note the differences between the various infantry combat vehicles. Beyond the basics of tanks and troop transport, the game includes a detailed inventory of the other vehicles in a modern army. There are the proper ATGM launchers, light recon vehicles, command vehicles, self-propelled mortars and artillery, and mobile anti-aircraft weapons (both missile launchers and guns). Oh yes, there are also helicopters. The Soviet Hind-D is included along with the American Cobra and Apache, and their British and German equivalents.

Although the map scale in *Mech Brigade* is the same as that of *Kampfgruppe*, damage is done at much longer range (visibility permitting). Other aspects of the anticipated combat that differ from World War II (albeit subtly) are present as well. For instance, Soviet formations tend to be grouped into battalions for more centralized control, while the NATO allies tend to work with a more company-level command structure. Also, the ability of artillery to fire smoke rounds has been now been included. Although smoke was an element of World War II combat and its absence in *Kampfgruppe* was a fault, it is really mandatory in planning a modern assault. Now, you do have a good reason to purchase a few extra artillery units if you are going on offense in a major assault.

In *Mech Brigade*, you basically have *Kampfgruppe* brought forward fifty years. The game is still built the same and still rewards sound operational planning. You still need to consider combined arms concepts, but you now have some very different types of arms to consider. You still need to plan your defensive deployment with an eye to channeling the attacker and establish "killing zones", but you will have to adjust your engagement ranges and take into account a probable blanket of smoke rounds. And, you still need to keep your wits about you at all times; at least this much has not changed at all!

While *Mech Brigade* brings *Kampfgruppe* forward in time, *Battlegroup* brings it 500 miles west. The latest entry from Mr. Grigsby covers very much the same time frame as *Kampfgruppe*, but now pits the Germans against the western allies: the U.S. and Great Britain. Just as the title of the game is a translation of the earlier title, the game itself is basically a translation. The system, mechanics, and design are straight from *Kampfgruppe*; and here even the "feel" of the combat is still very World War II-ish. So where is *Battlegroup* new? Basically

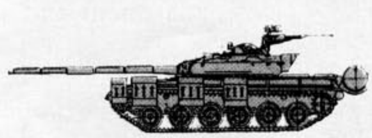
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SOVIET SELF-PROPELLED ATGM



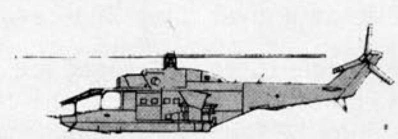
BRDM-3

SOVIET TANK



T-72

SOVIET HELICOPTER



HIND-D

Borrowed Time

Ah, here you are again! Nice tan you have there; vacationing in the Amazon must agree with you! Hmm, what's that? It wasn't a vacation? Well, excuuuuse me (some people...)! Anyway, your favorite chair is waiting, and Fred has your usual poured and ready, so take it easy while you can, because you don't have much time to relax; in fact right now, you're living on...borrowed time.

Sam Harlow, private eye, circa 1934. Working out of a shabby office with an entrance off an alleyway. So maybe you're not Pinkerton's, and maybe business hasn't been too good lately (you still owe your ex-wife an alimony payment); so what? Right now you're working on a hot case, and if you can pull it off, you'll nail "Boss" Farnham to the wall and send him up the river for a long, long, time. Unless, of course, his gunmen get to you first.



Well Sam, better get a move on; you won't solve this one by sitting at your desk and daydreaming. And while that phone call is only gonna tell you what you already know, namely that Farnham wants you dead, you might as well listen to it. Nothing like a little death threat to start off the day.

Hey, looks like that threat wasn't a joke. A couple of thugs are strolling up the alley, and they're not here to ask you the time of day. Move fast, Sam (no, NOT back up to your office, you'll never make it). Whew, bullets are flying! Better get to cover, Sam; the Surgeon General has determined that hot lead is dangerous to your health.

However, that's not gonnà help for long. One thing about this caper: if you stay too long in any one spot, you make a great target of yourself. So keep moving. Oooops, looks like you've reached a dead end here. Too bad you can't get that window open. Well, a private eye isn't above a little vandalism in a good cause (like saving his life).

Trouble is, your "friends" are still on your tail. And here they come across the cable. Now, it wouldn't be fair play to shoot them (remember, you're the good guy!), but if you had something sharp....

Ok, that's two down, but there's more where they came from, so keep those legs in motion. All right, you've made it to the Dublin Rose, and here comes Mavis with some info for you. It's a good idea to keep those names she mentions in mind; it helps to know who you should be asking questions about. Hmm, it seems something spooked Mavis, and no wonder: the place is lousy with hoods.

Then again, maybe you can learn some interesting stuff here. Ask a few questions. Gee, no one is very talkative. You'll have to get tough, Sam. A little exhibition or two just might loosen someone's tongue.

So, you leave the Rose and who should come along but your secretary Iris, and not with any good news, either. Your "ex" has been kidnapped by someone. Sigh. Guess it's just gonna be one of those days, Sam. You better hop over to Rita's apartment and see what you can find out.

Well, Rita doesn't appear to be much of a housekeeper; there's dust all over the place. Uh Sam, did you hear a noise behind you? BONK! Whoops, too late! You're gonna have to be more careful in the future, fella. Provided there IS a fu-

ture for you. At the moment, you're not in such a great position there, hanging from the pipes with your hands tied.

No time for dilly-dallying; take a good look around from your new vantage point and you might see a thing or two that will help you out of this predicament. The stuff is easier to get than you might think; don't try anything fancy, just be simple and direct.

All right, now that you're on your feet again, give the apartment a good looking over. There isn't much in the living room, but the kitchen might have an item of interest. Ouch! You did it again, huh, Sam? Your hands are in pretty sad shape now; I think you ought to get some medical attention. There should be a doctor somewhere in this city.

While you wait for the medico, make the most of the time you have. Don't be afraid to be nosy. Say, isn't that other door open a little? There's nothing wrong with a bit of eavesdropping, and you just got an earful! Let's not wait for the doctor after all, there are more important things to be done.

Hmmm, this certainly isn't one of the better parts of town, but then you aren't here for the sight-seeing. Get that door open. Well, well, if it isn't Mavis. You can't leave her like that, of course, but you better check out the place before you set her free. Make sure you listen to what she has to say, too.

Now's a good time to look over your inventory. Except for your gun, you can dump anything you've already used; no sense carrying around excess baggage. On the other hand, make sure you keep with you everything you haven't used yet. Now let's see if we can find our boy Mongo; you probably know where to go.

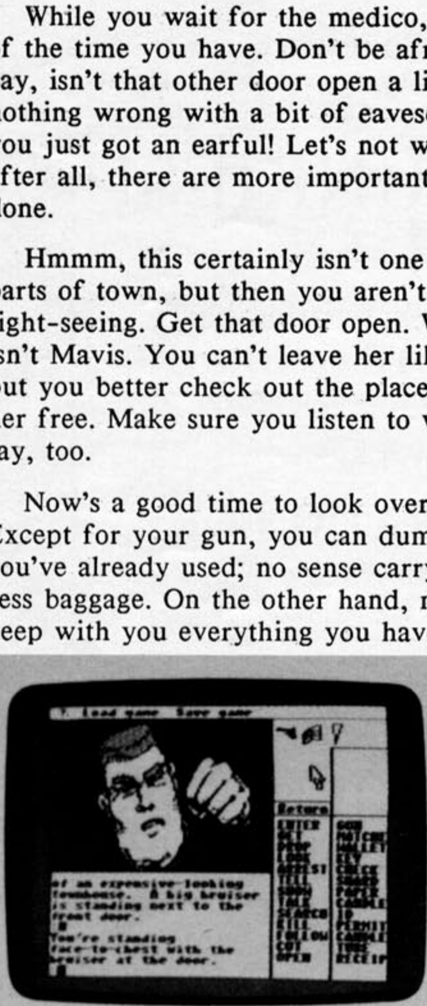
Yep, there he is, all right! Good thing he hasn't noticed you, you can get the drop on him. My my, I think you just managed to come up with the evidence that will put him away for awhile (and let's hope you have ALL the evidence!). He isn't happy about this, naturally, but fortunately he gives you some hot news.

However, you haven't gotten much further in your attempts to find Rita. Maybe a visit to "Boss" Farnham himself might help to clear things up. Then again, maybe it won't, but you really should go see him. At least one thing he has to say (and not necessarily to you) is pretty important.

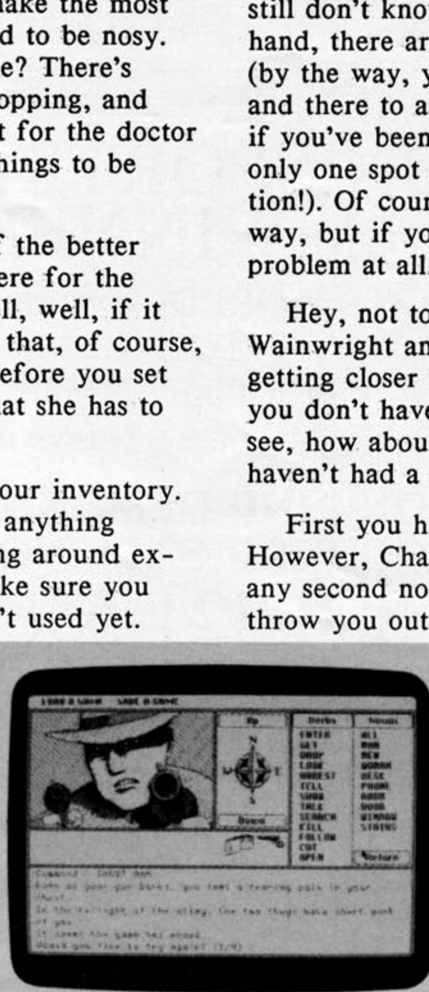
Well, you didn't learn too much, after all. You still don't know where Rita is, but on the other hand, there aren't too many places left to check out (by the way, you HAVE been stopping off here and there to ask questions, haven't you??). In fact, if you've been mapping the town, there's really only one spot she could be (no, NOT the police station!). Of course, there's a small obstacle in your way, but if you listened carefully, it should be no problem at all.

Hey, not too bad, Sam. You've rescued Rita and Wainwright and sent another crook to jail. You're getting closer to doing the same to Farnham, but you don't have quite enough evidence yet. Let's see, how about a visit to Charlie's place? You haven't had a chat with him yet.

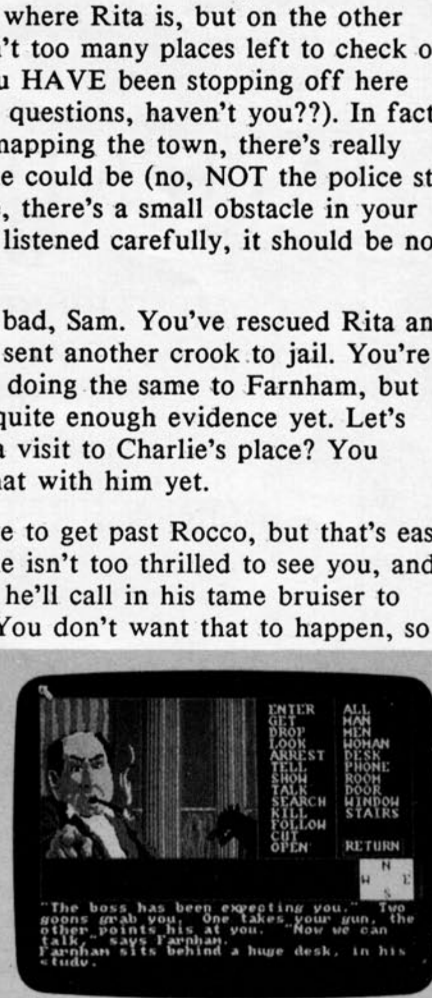
First you have to get past Rocco, but that's easy. However, Charlie isn't too thrilled to see you, and any second now he'll call in his tame bruiser to throw you out. You don't want that to happen, so



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think fast. How can you keep Rocco from coming in (remember the Dixie Arms!)?

Ok, Rocco is stopped for the moment, but that won't last long. You also have to keep Charlie under control while you snoop around. Then get out quick, because Rocco will be after you. You'll have to deal with him once more before you can escape safely, but the means are at hand, and you should be able to handle him.

You have almost everything you need now, although an item or two still needs to be picked up. You know what the key is for, and where to use it, so move along and see what's there. Bet you weren't expecting a poem, huh? Heh! Yet its meaning is pretty obvious (Mongo might just as well have written it in plain English).

Time's a-wasting Sam, and Farnham's gunmen are still on your tail. So dig up that last bit of proof and....err, well, speak of the devil! Looks like they have you boxed in now. Thugs are all over the place. Run for it, Sam! Gulp, they're catching up to you. Somehow, you're gonna have to lose them, and you can't run forever. Just remember, this is no time to be squeamish.

Whew, that one was too close for comfort! But you're safe now, and you finally have everything you need to convict Farnham. It's a simple matter to have him arrested (make sure you have ALL the evidence), and the case is solved. Not a bad day's work, Sam!

Well, I see your glass is empty, and the invisible clock on the wall says it's just about that time again (you didn't know it could talk? How else could you tell time with an invisible clock?). Before you go, remember that if you need a hand with most adventure games, you can get in touch with me in the following ways:

Delphi: Visit the GameSIG, under the Groups and Clubs menu. GEnie: Stop in at the Games Roundtable (type: Scorpia to get there). Source: Send SMAIL to ST1030.

And, as always, there is US Mail. Remember to include a self-addressed, stamped envelope with your questions if you live in the US:

Scorpia P.O. Box 338 Gracie Station New York, NY 10028

That's it until next time. Happy Adventuring!

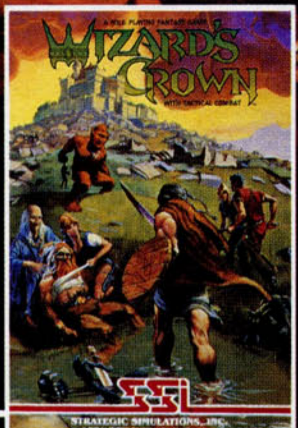
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RINGS OF ZILFIN includes graphics routines from Penguin Software's Graphics Magician.®

Psi 5 Trading Company

NAME:	Psi-5 Trading Co.
SYSTEM:	C-64/128; Apple
#PLAYERS:	1
AUTHOR:	Mike Lorenzen
PRICE:	$35
PUBLISHER:	Accolade 20863 Stevens Creek Blvd., B-5/E Cupertino, CA 95014

by Johnny Wilson



"Blustan, you overgrown lizard, I need a definite 'friend' or 'foe' designation on Ship Q immediately. It's been in range long enough for Boris to have reduced it to beta particles 90 seconds ago. ...Boris! Q is a bogey and we have a lock! What do you mean the power's low on that GX75 Cannon? Get me that vaccdroid in engineering. ...Engineering, get the lead out of your alloy and put the juice to that cannon! I don't care if you are still under warranty. New droids melt to slag the same as old ones. ...Repair, acknowledge. ...Repair, acknowledge. I think that lazy Ryblo's taken another break. You'd think that Alphan brandy was more important than Reactor 1!"

(E=Expert V=Very Good G=Good F=Fair P=Poor)

WEAPONS

	AGE	RACE	CAN	BLA	THR	MIS	SRS	LOY
Boris Tarkov	47	Jargon	E	P	G	G	E	F
Q6D	--	Vaccdroid	F	E	F	F	F	G
Yeela	270	Glork	F	G	E	E	P	F
Skulard P.	40	Balnarv	E	F	F	E	P	P
Grolo	17	Scollian	G	G	P	E	F	F
Al Zott	32	Ulerio	E	E	E	P	E	P

(CAN=cannon/BLA=blaster/THR=battle thermos /MIS=sonic missiles/STS=Stress/LOY=Loyalty)

SCANNING

	AGE	RACE	INF	TRA	TEL	VER	STS	LOY
Jaru Lagon	127	Palagonon	F	E	P	P	P	F
Phyzo Thynx	25	Dragoolas	V	P	E	P	G	F
Blustan	112	Reptilius	E	F	P	G	P	F
Margo Koloya	16	Lighton	F	G	G	G	G	G
Churglik	340	Flipogian	G	G	P	G	P	E
Mike of Morgon	24	Hirolian	P	E	P	G	G	G

(INF=infoscanners/TRA=tracking, locking systems TEL=telepath/VER=verbalcommunications skills)

NAVIGATION

	AGE	RACE	RIS	EVA	TEL	VER	STS	LOY
KLG-7A	6	Vaccdroid	E	P	P	E	G	G
Tegra Kloya	26	Lighton	F	E	E	P	E	F
Nik Relpo	30	Zembolian	F	E	P	G	G	E
Bronxaag	72	Voraxian	E	G	P	G	P	E
Aymu Skump	30	Jamico	G	F	P	G	P	G
Yenx	210	Jagon	G	E	P	F	G	F

(RIS=risk evaluation/EVA=evasive maneuvers/TEL=telepath VER=verbal communications skills)

ENGINEERING

	AGE	RACE	WEA	SHI	PRO	VER	STRS	LOY
C. Michaels	33	Lollian	E	F	G	G	P	E
Wilfo	400	Bodian	F	G	G	P	G	E
A. Frisina	26	Graphox	E	E	E	G	P	E
Fligronk P.	350	Cirio	F	F	E	F	F	E
Sheena Sampu	22	Titan	F	E	F	F	P	F
VX-4	0	Vaccdroid	E	E	E	F	E	F

(WEA=weapons systems/SHI=shield systems/PRO=programming, debugging and device modification)

REPAIR

	AGE	RACE	WEA	SHI	REA	VER	STS	LOY
Anxy	43	Toklar	F	E	E	F	F	E
T3XR9 M-4	7	Vaccdroid	G	G	G	F	F	E
Volfgank(Hank)	27	Tyrolean	F	E	F	P	P	F
Ryblo Flarn	29	Alphan	F	E	F	P	F	G
Bru Marmo	31	Leapion	F	F	G	P	F	G
Swiglitz	52	Altros	E	F	F	G	G	E

(WEA=weapons systems/SHI=shield and defense systems /REA=reactor repair and maintenance).

That's the way you feel when you command a vessel of the *Psi-5 Trading Co.*, Accolade's entry into the space combat game market. The real-time nature of your decision-making can force you to hit 'pause' and catch your breath. The personalities of your crew members have a direct bearing on how your ship will fare when the inevitable pirate fleet descends upon your well-armed cargo ship.

One of the most satisfying aspects of *Psi-5* is the way that the composition of the crew affects the success of the mission. The player is given six choices for each crew position (department). The six candidates are displayed on the screen a la Hollywood Squares (the T.V. show). When the cur-



sor is placed over the caricature and the fire button is pressed, a resume screen appears. Since the documentation does not summarize this data, a chart for each position is included with this article.



After the crew is selected and finalized, play proceeds via a split screen. The upper left hand corner of the screen offers a view screen which projects fore and aft views exterior to the ship. The upper right hand corner portrays a animated caricature of the crew member with which the player (captain) is communicating. The entire bottom half of the screen is used for status displays.

Across the top of the display portion of the screen is a joystick actuated menu which enables the player to command each of the five sections. Toggling any of the department labels provides a separate display for each of the five crew responsibilities. In the *Weapons* display, one can examine the statistics of past performance, examine the current priorities and target disposition, cancel commands, reprioritize or command. *Scanning* provides a list of other ships, locks onto them, and also informs the player of targeting data and cargo status. *Navigation* allows for risk evaluation, commands for evasive maneuvers, course and speed selection and provides data on the estimated time of arrival. The *Engineering* display shows present power output and priority disposition and allows for reprioritizing. The *Repair* display shows what is currently damaged and allows the assignment of robodroids to repair damage and prioritization of repair projects.

The game is both challenging and fast-moving. It is extremely absorbing as one crisis after another bombards the player. It certainly isn't the kind of game where a person can unload stress, however, since the command position in the game is extremely stressful.

With the name *Psi-5 Trading Co.*, I was expecting to play a game where market dynamics and negotiation were extremely important. In *Psi-5*, the perishable cargo provides the rationale and victory determination for the game, but isn't really integral to game play. To be sure, the cargo support system must be kept in good repair or the cargo will spoil (ending the game in failure), but this is really more of a space war simulation than an economic simulation.

Psi-5 is a strategy game with personality. The player/captain is able to put his/her thumbprint of leadership skill and command personality into the playing of the game. For example, a player doesn't want a character with little initiative in charge of either Repair or Scanning as he would have to spend too much valuable time directing those functions and time would be lost. It is terrible to have the Repair officer take a break every time a specific assignment is accomplished, even though a dozen other systems may be damaged. It is also disheartening to have a Scanning Officer who needs to be *ordered* to get a lock on enemy ships. These things can happen without the right crew balance.

Psi-5 offers a real sense of the command console of a space ship (I know, because I have seen ALL the Star Trek episodes, hehe). The real-time nature of the game with the attendant demands of prioritizing communications and making snap decision in crisis management certainly gives one a "Red Alert" feeling. However, do not be mislead, it is not an arcade game.

Psi-5 blends 'fog of war', tactical options, and smooth playability into an exciting challenge and a stirring space adventure.

A New Column!

Frank C. Boosman

Welcome to the Macintosh Window! I hope that the title of this column will reflect its purpose as well as the potential of the Macintosh: a window into a new perspective on gaming. The power of the Macintosh, both its 68000 and its system software--and its large installed base of users (well over 500,000 at last count) has inspired a new wave of sophisticated, intelligent games that appeal to like-minded gamers.

If you own a Macintosh, you probably didn't buy it to play games, but you should know how lucky you are: some of the most innovative designs these days are being done for the Macintosh, and often for the Macintosh first--or only.

I want to cover the very best in games for the Macintosh in this column. In coming months, look for commentary on: Orbiter, the new space shuttle simulation from Spectrum Holobyte; Dark Castle, an animated adventure game from Silicon Beach; MacGolf, a new 3-D golf game from Practical Computer Applications, and more. If there is something you want to see in this column, or you have comments or questions about what I have written, please feel free to contact me at any of the addresses listed at the end of this column. Having said that, enough for the commentary--onto the games!

If you have played role-playing games, you know the fantastic ability of the computer to let you imagine yourself in another place and time. With the help of software, you can transport yourself to... the New World of 1492, and become Columbus... Britain of the Middle Ages, and become King Arthur... or any one of a thousand other personages, real or imaginary. In this column, though, we will look at two games which allow you to play a railroad engineer and... Henry Kissinger.

A Rivalry Between Giants

Henry Kissinger? The Henry Kissinger of White House Years, the diplomat and creator of foreign policy? Yes. Chris Crawford, whose successes include Scram, a nuclear power plant simulation, and Eastern Front, a World War II wargame, has now given us the ability to implement the international strategy of our choice in Balance of Power (BOP), an incredible new game of superpower rivalries for the Macintosh.

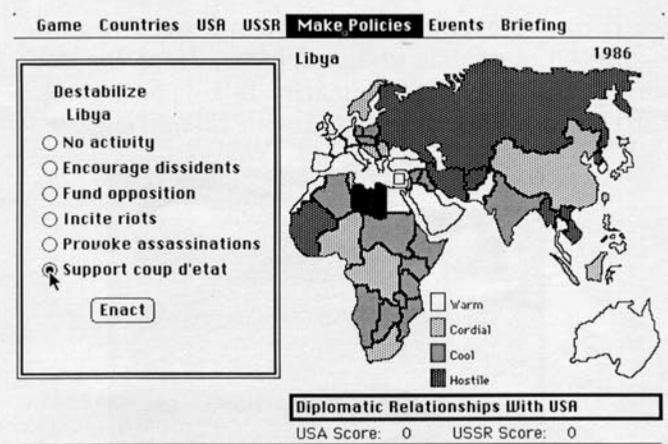
To tell the truth, you don't play Henry Kissinger in BOP. You play the President of the United States or the Premier of the Soviet Union for an eight-year term, from 1986 to 1994. Your goal is to "increase your nation's geopolitical prestige," as Crawford puts it. You do this by foiling your computer or human opponent's international political plans and succeeding in your own. You have all the tools you need to do this: for background information, you can read local newspaper headlines in foreign countries, compare statistics, display historical graphs, and more. When it comes time to implement your plans, you have at your disposal military and civilian aid, troops, diplomatic pressure, and even the CIA--who come in handy when you want to overthrow an unfriendly government.

If you actually play the leader of a superpower, why did I mention Kissinger? Because the role you will play is really more akin to that of a Secretary of State. No President has the time or energy to keep abreast of every development in every corner of the world, but you'll have to if you want to win the game. To make your task easier, Crawford has reduced the number of nations from the actual 180+ to 66, combining or eliminating small or internationally insignificant nations. BOP greets you with a map of your world, rendered in excellent detail and taking up almost all of the Macintosh's screen. To deal with a particular country--to get information on it or take an action for or against it--you simply click within its border.

Let's Play Global Thermonuclear War

Learning to play the game is simple. After choosing a level (beginner, expert, or nightmare) and a side to play (USA or USSR), you are presented with the world map and menu of options. BOP shades each country on the map in different ways to represent different information; at the beginning of the game, the shading is used to indicate whether any major events took place during the previous year, and if so, in which countries. Other types of information available in this manner include: which nations are in danger of a coup d'etat, how much each superpower is dispensing in foreign aid, where insurgency is active, and more. You can (and must) use this information to plan your strategy.

After a quick survey of the map, you will want to find out what your opponent--say, the Soviet Union, in this case--has been up to. A menu option allows you to cycle through all of the actions your opponent has taken. They will probably have done a few innocuous things, such as sending foreign aid to Vietnam. You probably won't challenge them over these actions, but inevitably, they will do something that will upset you. Let's say they have sent military aid to Nicaragua, and you aren't going to stand for it. Clicking on the Question button will get you more information:



how committed are they to this policy? Maybe they don't seem too serious about it--so Challenge them! At any point, either party can give in; the longer before this happens, the more prestige the side that Backs Down loses. If neither side gives in, and an accidental nuclear war isn't started, the player who first started the confrontation will have the option of backing down or proceeding to DefCon 1--nuclear war. If Def Con 1 is chosen, the game ends, but not without a humorous and thought-provoking final display. I urge you to see this display for yourself, on a friend's computer if necessary.

The idea behind the game is, as Crawford has said, the importance of consistency. I discussed Henry Kissinger before; Crawford garnered many of his ideas for BOP during a reading of White House Years, including the most important: consistent relationships. A player who abandons friendly nations will soon find himself or herself in a heap of trouble: the computer opponent will be emboldened to try new aggressions, and nations still friendly will think twice about their alliances with such a wimp of a superpower. Consistent relationships should be maintained at nearly any cost.

Continued on pg. 45

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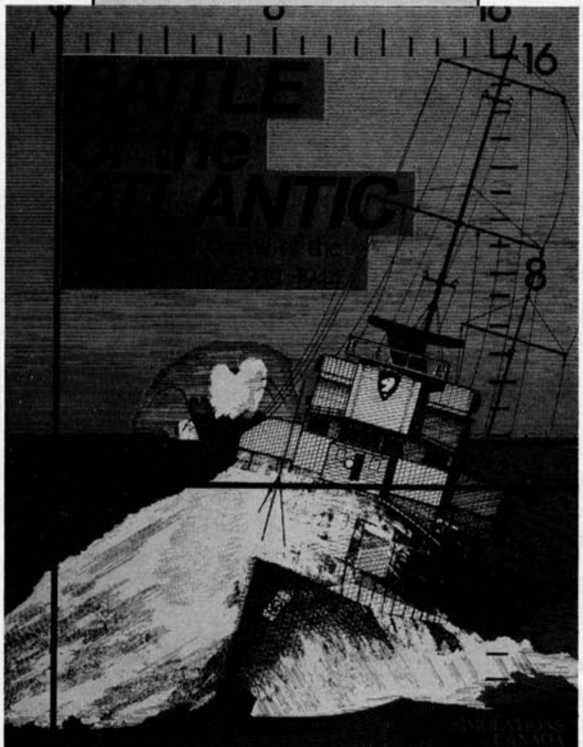
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Type:	Wargame
System:	Apple II; IBM
#Players:	1-2
Designer:	L. Howie
Publisher:	Simulations Canada P.O. Box 452 Bridgewater, Nova Scotia Canada B4V 2X6

BATTLE OF THE ATLANTIC

by William H. Harrington

The end came, finally, on 7 May 1945 when the last Fuhrer of the Third Reich, Admiral Donitz, ordered the surviving remnants of the German Kriegsmarine to hoist a black flag and surrender. Yet only three years before they had nearly turned the Atlantic Ocean into a Nazi lake. In those dark days England's Winston Churchill called this fateful struggle for England's survival the "Battle of The Atlantic."

Simulations Canada has created in *Battle of The Atlantic* (BOA), a sophisticated and highly playable simulation of this decisive World War II naval conflict. The "feel" is superb and the excitement first rate. The game is either one or two player with the computer capable of playing either side. At your command are all the naval and air forces of the Axis and Allied Powers, from U-Boat wolf packs to Allied convoys and escorts. BOA is an Operational Level game, with the players ordering and deploying both naval, air and amphibious task forces and responding to combat opportunities as they arise. Players do not resolve individual battles, perform logistical functions or schedule submarine patrol rotations, activities that Theater Commanders would not normally involve themselves in.

The latest Apple version of BOA (2.4) includes faster combat resolution, an improved solitaire player and better all around compatibility. Oh yes, the upgrade for existing owners is free from the gang in Nova Scotia, just return your original disk. Simulations Canada's support is first rate. You might think of Simulations Canada as the "Infocom" of strategy gaming. BOA, as all of Simulations Canada's games, is text only. During the course of play a constant stream of reports over a two week period informs the players of the results of combat patrols, intelligence - accurate or not, convoy in-



terceptions and various amphibious operations including the German invasion of Norway and the allied landings for Operation Torch in North Africa. As the reports come in the folks at Simulations Canada have even included the distinct clatter of teletype machines. Sort of like having you own "Enigma" code machine at fleet headquarters in Kiel clattering away outside you office.

At the conclusion of each game-turn players may examine an almost exhaustive number of reports including such items as task force missions, damage reports and weather. The time frame is 1940 to 1944. The game system uses an "area" system of unit deployment rather then the traditional "hex" grid system. The result is a game system that flows easily and allows the gamer to concentrate on strategy rather then game mechanics. While simple to learn the system conceals considerable sophistication. Don't rely on the documentation to reveal all the detail that Newberg and company have included in BOA. As Steve Newberg recently said, "We'd like the gamer to be surprised." Rest assured you will be!

At the beginning of the game, players may select one of several scenarios that end the game in December of any year prior to 1944 or elect to carry the game to it's final conclusion in May of '44. In addition to an "historical" scenario that faithfully models the combat capabilities and historical background of the period several very interesting options are available to explore "what ifs" including an enhanced German Fleet complete with aircraft carriers, a scenario I like to call the "Lindberg" option based on a "Neutral" America and even a scenario old Admiral Donitz, himself, would have loved, a neutral America AND an enhanced German Fleet! Of course a game can be saved in progress for later play, a necessity as game play in BOA can easily span an entire weekend.

Orders in BOA show off the gaming system to it's best advantage. Rather than tracing task force movement through a conventional hex grid players simply select the ocean area destinations, another area the task force must pass through (useful for sneaking German surface raiders through the Denmark Straits for instance) and a different return route if desired. The computer will even determine the length of time a task force or naval unit can patrol given its range and course! Should enemy task forces or targets become available there's even an option to order interceptions by all adjacent friendly units! Just hope that your intelligence didn't mistake a destroyer for a Battle Cruiser.

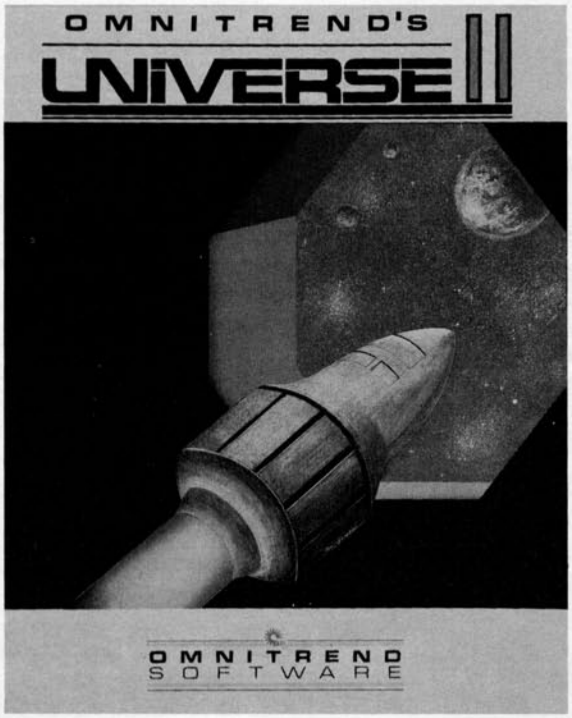
Task Forces can screen naval areas against enemy forces (useful for supporting amphibious landings for instance) or conduct normal combat patrols. British vessels may escort convoys or conduct anti-submarine patrols.

Tactical options include evasion, shadowing enemy units or engagement. Once battle is joined however it's nail biting time. Combat reports may be confused or fragmentary. Even enemy radio transmissions may be picked up! And sometimes only an ominous silence. Strategy in BOA revolves around the "Fleet in Being". The concept that even a much smaller naval force can challenge and perhaps even neutralize a much larger enemy fleet.

Don't expect a grand "Jutland" style naval battle to work here. Rather the conflict is BOA will most likely become a protracted and deadly war of attrition. Neither the Allied or Axis forces have "enough" resources. America's entry into the war can eventually unleash awesome industrial might if Britain's beleaguered Merchant Marine can survive the relentless U-Boat attacks of '41 & '42. As in the actual battle replacements will become available to the combatants throughout the game, damaged vessels must be repaired and new strategies employed to adapt to the changing situation.

Historically Donitz believed that if Germany's U-Boats, battle cruisers and aircraft could sink 300,000 tons of shipping a month England would be starved into submission and America made powerless to intervene in the European conflict. He come close, very, very close!

OMNITREND'S UNIVERSE II



Universe II: An Overview
Or: The Perils of Playtesting

by Mark Bausman

Name:	Universe II
System:	IBM and compatibles
#Players:	1
Price:	$70
Designer:	William Leslie III
Publisher:	Omnitrend P.O. Box 3 West Simsbury, CT 06092

In addition to an overview of Universe II this article reveals some of the perils that can plague a playtester.- Ed.

A few years ago I discovered a game called *Universe* for my Atari 800 and immediately became a fan. I built a ship with the best components and had more money than I knew what to do with, but I never found the Hyper Space Booster. After time I moved on to other games.

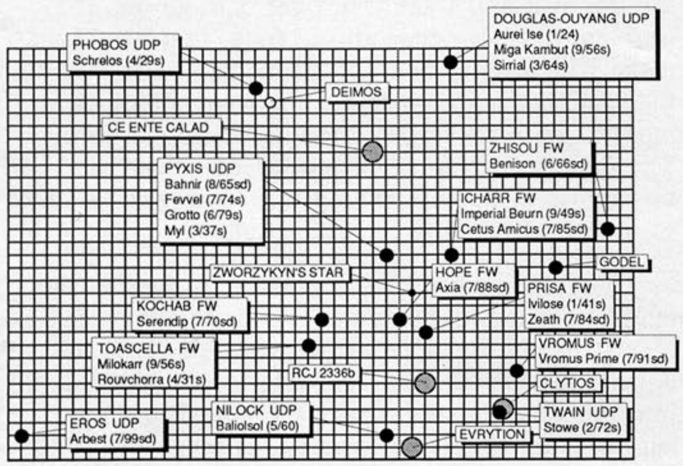
When I heard that Cmnitrend was about to begin playtesting on *Universe II*, I contacted them and got on the playtest list for the IBM version of the game. A few weeks later version one arrived at my door.

Universe II picks up after the Hyper Space Booster has been found at the planet of Diftalpa. Funny, I was there many times and never saw hide nor hair of it. I guess you just have to have the right kind of radio to be a hero. Anyway, the Local Group is still bent on destruction and most of the planets have chosen to join either the Federated Worlds or the United Democratic Planets. The player assumes the role of a free trader from Vromus Prime. Actually, the trader bit is just a cover for his spying activities on behalf of the Federated Worlds. As in *Universe*, once the player has accumulated some capital he may shed the trader role and become a miner or pirate.

Omnitrend designed this game for the MacIntosh so it doesn't use color or sound and plays on that checkerboard background associated with the GEM operating system. It uses pull-down menus that allow the player to select options by pointing and clicking a mouse or simply by typing the character. Once you get to know the command sequence you can run through a series of options pretty quickly. The menu options and all other printing are displayed in a re-defined character set that is suppose to look like a technical computer print-out. The letters turned out looking very similar to each other and I had a hard time trying to tell them apart. It is very discouraging to start a playtest and find that you can't even read the menu options. Well, part of a playtest is to see what happens when you press the wrong key and boy did I get a lot of wrong key testing done before I learned the shapes.

In the old *Universe* the best way to play the game was to start out as a trader, make the Axia to Zeath run four or five times, upgrade to a mining ship and mine Ore I until you had a ton of money, then become a pirate or start mining the inhabited planets until you found the hyper space booster or quit playing. *Universe II* has made things a little harder. Now, you start with an Agoura class starship located in deep space in the Hope system. The ship has all low-level components and a base crew of five inexperienced but hard-working souls. You should still make the Axia to Zeath run but you won't find any B. Doshniva clothing on the buy board and no product that guarantees a 400% return

LOCAL GROUP DIAGRAM

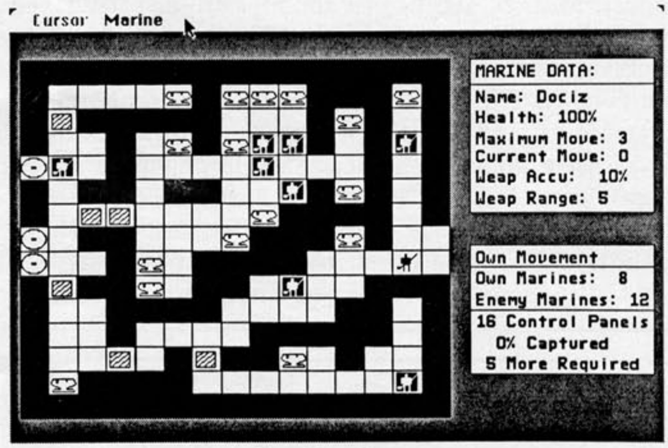


on investment. To be a successful trader in this game you will have to concentrate more on price than on product.

This version of *Universe* has included two aspects which help to offset the more difficult trading environment. Number one is a component called a Ramscoop. The Ramscoop will allow you to collect Ore IV directly from the atmosphere of gaseous planets. Since the Agoura has a small mining section, Ramscooping and buying are the only two ways to get more Ore IV. The second item is the fact that your spy boss, Admiral Bresheliah will actually pay you when you complete missions for him. Trading, carrying passengers, and completing missions should earn enough money that you may soon consider changing occupations.

To change occupations you will need 300,000 to 400,000 credits and some trained crewmen. It is a good idea to hire the type of crewman you will need early in the game and then send them to school to upgrade their skills. If you intend to become a pirate it is very important to have a well trained Gunner in your crew and a few upgraded Marines to capture the bridge of an enemy vessel. One of the things which make changing occupations so expensive is the fact that you usually must change your ship. The Agoura can not be used for mining because it's mining section is to small for anything but a Ramscoop. It also does not make a good pirate vessel because the drives and weapons sections are to small. As you may have guessed, in *Universe II* each ship is predesigned with a certain amount of space in each section and you may trade-in your old ship for a new one. Almost all the designs will allow trading, but mining and pirating seem to be mutually exclusive.

Two areas which underwent a big change between *Universe* and *Universe II* were the crew and Starport sections. In the old *Universe* the crew was simply an abstract number that required a certain amount of supplies each day and got killed off when you boarded an enemy vessel. Now crewmen have a name, grade, and skill type. You still must feed them every day and now you must also pay them whenever you make drydock. Crewmen may be astrogators, pilots, marines, miners, or gunners and their skill level may be upgraded by sending them to school. If you should decide to become a pirate (don't try it with this game, the "A" disk is protected) your marines will have to board enemy vessels and fight the opposing crew for control of the bridge. This boarding action is a mini-tactical game all its own in which you send orders to your Marines to direct movement and fire. The objective is to kill all enemy marines or to control 30% of the bridge consoles. The Marines will be wearing exo-suits which absorb incoming fire and will be returning fire with portable weapons. I must admit,



The Combat Screen

this is one of the more interesting parts of this game and something to look forward to when you become a pirate. The exact opposite is true of the new Starport section. I never was much of an adventure game player and when I saw that the Starport had turned into a mini-adventure game I was disappointed. I just don't like typing directions or talking to computer generated characters. Of course, its a little difficult to do much spying if you don't have an adventure setting where you can talk to other characters, read things, and generally move about from place to place. For an admitted non-adventure game player this was the hardest section to playtest. I never knew if I was typing something wrong or there was a program bug when the desired result wasn't obtained. The first time I played the Starport section I nearly tore my hair out trying to figure out how to get out of the alcove after talking to Admiral Bresheliah. A simple press of the button solved the problem.

This section is made even more difficult by the fact that game displays do not repeat the entire portion of information messages. This make it necessary for the player to remember what was displayed the first time he saw the message. For in-

stance, when your lander brings you safely to the landing area of the Starport, a message appears which tells you there is a gravsled waiting for you. You enter the sled and it carries you to the platform of the Starport. From there you go exploring. When you return to the platform the message does not say that there is a gravsled waiting so you must remember that a Gravsled is there and that you must enter it to be taken back to your lander.

Working with the Starport section wasn't my the only problem in playtesting *Universe II*. Omnitrend is on the East Coast and I'm in California so new versions of the game got to me almost a week after they got to the other playtesters. It is discouraging to spend a few weeks working the game and making detailed notes on bugs and changes only to have a new version arrive before I could send off my report. Most of the bugs I found were already fixed before I even reported them. I did report one problem which only I had and it was not fixed in the final IBM version of the game. The problem centered around the disk swapping routines Omnitrend used when it was necessary to change a floppy disk. When the program needed a disk change it would issue a message like "Insert Disk 'C' into drive B" and then wait for you to press 'C' for continue. When I swapped disks and pressed 'C', instead of going on, the program reissued the message and waited for me. The program would not see the disk and I could not get it to go on. The problem did not occur all the time, that would make it to easy to fix, and seemed to be related to the fact that my IBM was using a monochrome monitor with a Paradise Modular Graphics card. The people at Omnitrend tell me that they have had no reports of anyone having trouble swapping disks so my problem must be pretty isolated.

The final payoff in any playtest is the day the market version of the game arrives and the playtester has a chance to see what his input has done. I haven't had enough time to get very far into the game but I'm looking forward to many happy hours of spying, trading, mining, and pirating all for the good and glory of the Local Group. Tom Carbone of Omnitrend hinted that *Universe III* may soon be on the drawing board and that another science fiction game is currently being worked on. I like to think about the people at Omnitrend and their success with Universe because it reminds me that you do not have to be an SSI, Broderbund, or Avalon Hill to make it in the computer game industry. All you need is a good game and the desire to bring some happiness into other peoples lives.

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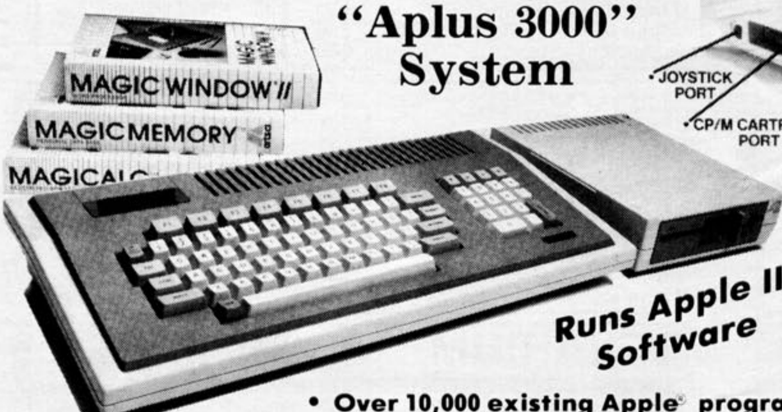
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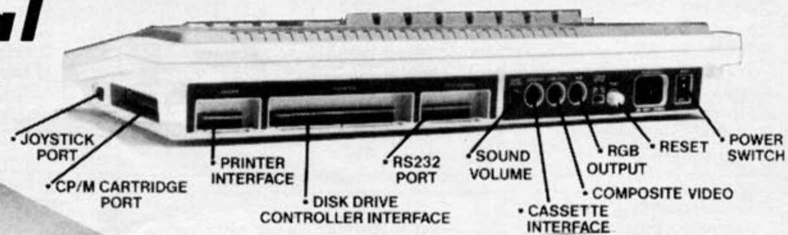
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Island of Kesmai

Patricia Fitzgibbons

The hottest topic in online gaming today is multi-player (MP) games. The telecommunications services that have MP games plan to offer more; networks that don't have MP games are scrambling to develop them. From the time the first MP game was introduced online, it was inevitable that subscribers would begin to abandon even the best single-player games in favor of the social, interactive atmosphere available in multi-player programs.

Several consumer information networks currently offer MP games: Plato has its *Empire*; GEnie has *Stellar Warrior*. But the leader of the pack in the MP games area is clearly CompuServe. With a dozen MP games online (including *MegaWars*, *SeaWAR*, *YGI!*, and *Casino*), and several more in the planning or testing stages (*Air Traffic Controller*, *Terrestrial*, and *British Legends*), CompuServe is clearly committed to this exciting form of telegaming. And its newest, state-of-the-art MP game is *Island of Kesmai*.

Developed by the same team -- John Taylor, a computer programmer, and Kelton Flinn, a mathematician -- that created the very popular *MegaWars III* space conquest game, *Island of Kesmai* (IOK) is a fantasy role-playing adventure for up to fifty simultaneous players. Introduced on CompuServe in December, 1985, IOK was an immediate hit. In fact, many devoted "MegaWarriors" neglected their starships and planets to join the new dungeon quest. It's easy to see why. IOK is one of those rare games that is simple to learn but almost impossible to master.

The command summary for IOK is 4 pages long, and the full manual is about 160 pages. A lot of meat there. Nevertheless, the novice player can easily begin with nothing but his new character and a willingness to type HELP. As in a typical D&D-type game, the IOK player starts out by choosing an alter ego. In this case, the program runs a character generator with choices of sex (male or female), country of origin (Illyria, Mu, Lemuria, Leng, Draznia, Hovath, Mnar, or Barbarian), and profession (fighter, martial artist, thief, wizard, or thaumaturge). The stats for a good beginning character might look like this:

Gender: Male	Country: Mu
Strength: 16	Adds 1
Dexterity: 12	Adds 0
Intelligence : 9	
Wisdom: 11	
Constitution: 17	Max. Hits: 26
Charisma: 8	Max. Stamina: 3

The game's authors recommend that new players select the fighter class -- it's easier for a fighter to stay alive during initial explorations. Once the character is given a name, he's ready to adventure.

IOK uses a type of pseudo-graphics that is best viewed by a terminal with cursor addressing. The game can certainly be played in "glass TTY" mode, but the program runs faster and looks better when cursor control is used (VT100, VT52, and so on). A typical dungeon room is displayed like this:

```
[][][][]--[]
[]        []
[]   A $  [][][]
@@  >   B     []
[][][][][][]/ []
          []  []
```

In this scene, the ">" represents your player character, the "A" a monster, the "B" a character run by another player, the "@@" a spider web, and the "$" an item on the floor -- perhaps valuable treasure. The brackets are walls, and broken lines or slashes are doorways.

A player may choose to investigate the dungeon alone (in which case he'll surely run across other players), or as a member of a team. Some of the teams make regularly scheduled forays into the Kesmai dungeon (seeking the dread dragon) or remain above ground exploring the town, forests, seas, and outlying islands. Novices may join teams for mutual protection against unfriendly creatures and even other players (in IOK, lawful players are fair game for characters of neutral or evil alignment). A beginning player would do well to tag along with members of the "Knights of Sosaria" or "The Adventurers' Guild" teams. Team players identify themselves by appending the initials of their team name to their own handle (e.g., "Beowulf...KOS").

Because this is a role-playing game, characters' skills and stats increase over time. Experience points mount up as battles are won, and abilities with weapons grow with training. In addition, the program keeps track of a character's "karma," which may decrease under certain circumstances (for example, when a lawful character kills an innocent shopkeeper in the town). Although most players begin the game as fighters or wizards, many switch to the thaumaturge class. The top characters on the game's high scores list are usually thaumaturges, those mysterious fighting spellcasters who use a combination of brute force and magic to overcome their foes.

Game commands may be simple or complicated. A player can generally stick with single words such as NORTH, DOWN, and LOOK, or he can go for speed and precision by using compound command strings such as, OPEN BOTTLE AND DRINK. Or, TAKE GOLD FROM COUNTER AND PUT IT INTO SACK. Veteran players have developed their own pre-set macros (especially for casting spells) that they can rapidly punch in during combat.

What is the "goal" of IOK? How does one "win"? Well, there *is* that fierce dragon lying in wait. But most players approach IOK as a endless quest consisting of character development, exploration of a fantasy "world," and competition with online friends. I asked one particularly avid player why she sometimes spends 40 hours a week in IOK. Her response: "It has a lot of realism, and it is consistent with its own rules. It's easy to play either alone or in groups. And besides, it's just a *lot* of fun!"

Part of that fun shows through when the players leave the game to engage in ongoing discussions via the IOK message board of CompuServe's Multi-Player Games Forum. With tongue firmly in cheek, one player recently told another how to deal with an orc. After making sure that he is carrying a bottle of deadly naptha, the player must then: "Take bottle from sack. Open bottle. Throw bottle at orc. Cook for three rounds or until fork-tender. Serve with a nice green salad and crusty rolls."

If a new player cannot find a friendly advisor in the game, he may ask for tips on the forum's message board. Pleas for assistance are answered almost instantly. Here is an example of a novice's help request, and one of the four replies he received within an hour of posting his message:

```
#: 53081 S6/Island of Kesmai
08-Mar-86  19:53:46
Sb #MASTER PHONG
Fm: Domino 76204,13
To: All
Being new and all, I am having a hard time finding Master
Phong. Would anyone mind giving me a few clues? I'm
powerful enough to begin training, but I cannot find him.
Any advice or clues would be appreciated.
```

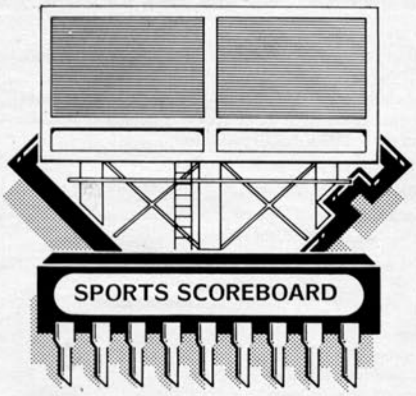


```
#: 53083 S6/Island of Kesmai
08-Mar-86  20:13:39
Sb: #53081-#MASTER PHONG
Fm: Allnone 74015,1565
To: Domino 76204,13
You need to visit the other islands. If you start at the
entrance to the pawn shop, and go directly east, past the
ruins and the bay, you'll come to a footpath and a bridge.
Follow the path across the bridge, and stay on it. It will
lead you in the right direction.
```

With this kind of player support and interaction, IOK can't help but succeed.

Even telegamers who have become jaded with D&D-type programs perk up when they're adventuring with a party of real people. The best MP games allow players to interact and cooperate as well as compete with one another. IOK is a prime example of this facility. Despite the conventional D&D structure of the game, its crude "graphics," and the undeniable expense of playing online, *Island of Kesmai* is the prototype of MP games to come.

Until next time, you may write to me online: CompuServe 76703,657; The Source BCE124; Delphi PFITZGIBBONS; GEnie PFITZGIBBONS; or via U.S. Mail to: Patricia Fitzgibbons, 195 Claremont Avenue #115, Long Beach, CA 90803.



Rick Teverbaugh

Now I like golf just as much as the next guy. When it comes to computer golf, I suppose I'm a bit more than a casual fan. Looking at my shelf of sports games reveals six different links adaptations: Championship Golf (Hayden, one course); Pro Golf Challenge (formerly Hi-Res Computer Golf, Avante-Garde, four courses); Maxi-Golf (Adventure International, 9 holes); Professional Tour Golf (SSI, 4 courses); Tournament Golf (Avalon Hill, two courses), Finally there's the golf game for the Nintendo Game System, a graphically stunning game that has only one drawback, you can't hit your way out of the trees.

That means, counting the one course I created on Maxi Golf, I have 14 courses or 234 holes from which to sharpen my golf talents. I've said all that to say all this, why would I then rejoice at, not one, not two, but three golf games appearing at my doorstep during the past two months? Well, the reason is that each has its own strengths and its own reasons for existence. To that end I will cover each of the three in some detail.

The three are Golf's Best from One Step Software, Leader Board from Access, and Hole-In-One Golf from Artworx. Golf's Best is available for the Apple, while the other two are for Commodore owners.

Golf's Best comes with the Pinehurst course, which is a great challenge for even the most experienced golfer.

Golf's Best is easily the most complex golf game I have seen. (Note: As of this writing I have not seen Gamestar's new Championship Golf for the IBM which, I am told by the in-house staff at CGW, is both complex and graphically stunning). There are no arcade or action/reaction type features in Golf's Best. It is all judgment. You need to allow for the height of your shot and the slope of the terrain, as well as the distance in selecting your club. Once a club is selected you then need to pick a full, half or quarter swing. All of these choices are available through easy-to-remember on-screen prompts.

The selection of direction is made by using clock time for direction. When you pick a time, say 9:58, a line will go out from the ball to show where that setting would aim your ball. And aim is the proper word for shots don't always go straight toward the intended destination. Often there will be little variations and on occasion there will be more noticeable hooks and slices.

For the most part, the screen display is broken into two parts. The upper two-thirds shows the hole you're playing. As you get closer to the pin, you get a more detailed view of just the area between you and the hole. The lower one-third gives you all the available options (including trying for a hook or slice to steer around trouble) as well as a symbolic look at what selections you've already made. Once the shot is put into motion, that lower third becomes a side view of your golfer, his swing and the trajectory of the ball.

Although the game is strong, there are three weaknesses worth mentioning. The first is the absence of a wind factor, the second some rather primitive graphics when the entire hole is displayed and, third, putting is frustrating. All three problems will be addressed when the game comes out again with a second course, this time St. Andrews Links in Scotland.

I will do an update on that version and on the new course when it comes out. Until then, Golf's Best comes highly recommended from this duffer.

Where Golf's Best played well overall until you reached the green, Leader Board's fun is just beginning when you reach that coveted area. Leader Board has the most realistic putting feel of any golf game I've ever tried. When the ball finally makes it into the cup, the sound of that success is also amazingly realistic.

The length of a white line will tell you how much the wind is blowing or (if you're on the green) how steep the slope. A second blue line will tell you the direction.

Club choice has to be done by estimate as there are now range-finders as there are with Golf's Best. Once the club is selected, it is mostly up to your instincts and reactions to get the shot headed in the right direction at the right speed.

While all of Golf's Best commands are entered through the keyboard, all commands are entered via joystick in Leader Board. The action button initiates the shot. If you desire a less than full-strength shot, let up on the button at some point during the backswing. Then, as the golfer swings into the ball, hit the button again as close to the time the club reaches the ball as possible for a straight flight.

The graphics are gorgeous, but there are some problems. The only hazards on any of the included four 18-hole courses are your own bad reactions and water. There are no trees and no sand. Not many computer golf games have figured out a way to do justice with trees anyway, so that part isn't a big setback. But I miss the sand. Maybe it goes by the sandbox days of my childhood, I don't know. I'll have to ask my analyst, when he gets down at the country club.

Finally, we have Hole-In-One. First, let me say that the game sells for $9.99. Keeping that in mind, there are certain things you expect. One is that the documentation will be lacking in several respects. And it is. The second is that there won't be a lot of included courses. And there aren't. But there is a utility to create your own courses and save them to blank disks.

What you wouldn't expect out of a $9.95 program is a game system that enables you to do something that no other golf game attempts and that is to undercut the ball and actually get a backup when it lands.

Like Leader Board, Hole-In-One accepts commands from the joystick. The first step is to maneuver the club to one of 44 positions around the ball to select the direction. Then you pick the club. The third choice concerns whether to hit the ball soft, medium, hard or very hard. The harder the hit, the more difficult it will be to control.

Once the strength is selected, a line will begin to move up and down alongside a large golf ball at the top of the screen. It is there that you'll control when the ball will have normal roll, extended roll or a bite that could cause the ball to back up. Then the crudely drawn golfer in the upper left hand corner will begin his swing. You need to push the button when the club is near his feet for a straight swing. Pushing too early will cause a slice and too late will result in a hook.

Putting is easier. There all you need do is pick the strength of the swing, line it up and then, if you want a straight shot, push the button a final time when the wavy line is straight. There are no slopes on any greens. But all the other hazards are there.

Hole-In-One is being readied for the Atari ST. Also Artworx has available a four-course data disk for those who wants an additional challenge. The Commodore version will also be available is a package that includes a game disk and a six-course data disk for $19.95. Still a bargain and a good place to start for those just trying to get their feet wet in computer golf.

By the way, Artworx has an equestrian game in the works, as well as one for volleyball and wrestling. Excuse me though, I believe it's time for my foursome to tee off.

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Leslie B. Bunder

Game Software From England

News, Views and Gossip

'Paperboy' the smash hit arcade game is now set for release on the home computer from Elite Systems. 'Paperboy', you may remember involves you travelling on your bike delivering newspapers whilst avoiding various obstructions which hamper you as you move. The game is available on disc at $15.95 and is a very good conversion of the arcade machine.

Another arcade conversion from Elite Systems is 'Ghosts 'n Goblins' the smash hit brought out by Capcom who brought out 'Commando'. The game is available on disc for the Commodore 64 at $15.95, it is also being released for the Commodore C16 and Plus 4 on cassette only for $8.95.

'R.M.S. Titanic' is a new game from Electric Dreams Software. The object of the game is to explore the wreck of the Titanic, search for the treasure that lies within in and also devise a plan to raise the entire ship. It runs on the Commodore 64 but I haven't got a price for it.

Holy Mackerel!! 'Batman' has now been released as a computer game by Ocean. The game features some very stunning 3-D graphics as you play the role of Batman who must rescue Robin, unless Robin is saved he faces death. Alas, the game has not been converted to Commodore 64, but it runs on the Sinclair/Timex Spectrum and Amstrad CPC, 464, 664, and 6128. The game is on tape and costs $9.95.

Five arcade games from Konami have now been converted to run on the Commodore 64. The games are 'Hyper Sports', 'Ping Pong', 'Mikie', 'Cosmic Bakery' and 'Yie Ar King Fu'. All the games retain the feel of the original arcade game and are of a very high quality especially 'Yie Ar King Fu' and 'Hyper Sports' which stand out from the others. The price if $9.95 and is on tape only. Imagine is the the Software House who has released them.

If you own a Commodore C16 or Plus 4 and are looking for a sports simulation similar to 'Winter Olympics', the 'Winter Events' from Anco is the game you want as it features some breathtaking graphics. The price is $7.95 and is on tape only.

News reaches me from Activision (UK) that they will not be releasing anymore games for the Atari 8 bit machines, instead they are concentrating on the 16 bit ST Range.

The cult tv character Dr. Who turns up in his first computer game from Micropower. You play the role of Doctor Who, who has been sent by the Time Lords to the planet of Jijan where the Master, an old enemy of the Doctor is building a 'time instant reply unit'. You must stop The Master from doing this. The game is quite vast, over 120 screens and features some quite colourful graphics. The price of the game which runs on the Commodore 64 is $14.95 which is for the disc version.

P.S.S. a English Software House who specialize in strategic games have just released several new games for the Commodore 64. 'Theater Europe' allows you to act out the next war in Europe. You can either control NATO or the Warsaw Pact while the computer plays against you. 'Battle Of Britain' is a 3 level game where you are in control of fighter command during the summer of 1940. 'Battle Of Midway' has you in command of the US Pacific fleets 6 months after the attack by the Japanese on Pearl Harbour. These games cost $10.95 and are on tape only.

Nearly 4 years ago, 'The Hobbit' based on J.R.R. Tolkien's book was released as an adventure by Melbourne House, now 'Lord Of The Rings' the follow up has been released. The game follows very closely on the book and is priced at $19.95 for the Commodore 64 disc version.

To be released very shortly for the Commodore 64 is 'Popeye' based on the actual cartoon hero. The game comes from Macmillan. No price as yet.

A Software House called Americana are bringing out a budget range of American Software to retail at just $2.99 on tape. The games are 'Slamball', 'New York City', 'Breakdance', 'Shamus', 'Scooter', and 'Ollies Follies'.

Last year as the film 'A View To A Kill' came out, so did the computer game based on the film by Software House Domark. This year, Domark are set to release another computer game based on another Bond film, this time the film is 'Live And Let Die'. The game will bon on disc for the Commodore 64 and priced at $13.99.Remember many years ago when there was a game in the arcades called 'Moon Cresta', well a Software House called Incentive have finally got round to producing a official Commodore 64 version of the game. The computer version retains all the atmosphere and speed that made 'Moon Cresta' into one of the best ever zapping games. The game is out on disc for $10.95.

Watch out for 'Gunfight' from Ultimate running on the Commodore 64. Your aim is to maintain law and order in Black Rock and rid the town of some of the meanest and toughest gunslingers in the Wild West. The game features some very colourful and highly detailed graphics. Price is $15.95 for the disc version.

'Saboteur' from Durell is one of the best martial arts games around. You play the role of a mercenary trained in the martial arts who is employed to infiltrate a central security building which is disguised as a warehouse. The object is to steal a disk that contains the names of some rebel leaders working against your employer. The game is out on the Commodore 64, but only on tape at $9.95.

'Southern Belle' by Mewson and running on the Commodore 64 is a simulation of a train journey from London to Brighton. The simulation is very realistic as you journey across the country and pass through different towns. Very enjoyable and worth getting if you're a steam engine fan. No price as yet.

The arcade hit 'Green Beret' has just been released by Imagine for the Commodore 64. The game is on tape only and is $9.95.

Game of The Month

BIGGLES, is a multipart arcade/strategy game linked to specific sequences of events in the film of the same name. Each of the individual game parts must be completed to achieve the final objective - but it's not a simple as it sounds! Whenever you reach a certain critical stage, you're likely to find yourself hurtled through time into a totally different scenario, needing totally different playing skills, to continue your quest.

The first part of the game has three distinct elements.

1. Pilot your biplane, avoiding ground and air attack to locate and photograph the enemy's secret weapon. Watch out for von Stahlein on your tail!

2. Dodge the enemy to find your way through treacherous trenches and a secret network of caves, defending yourself with pistol and grenades, to the weapon test site.

3. Escape the police helicopter, SAS hit squads, and armed police in a death-defying rooftop chase to collect the photographs of the secret weapon.

The second part of the game is a complete strategic adventure. This involves you piloting your modern-day police helicopter across the Western Front to destroy the secret weapon and eventually rescue your friends who are trapped behind enemy lines.

'Biggles' offers alot of variety and features some impressive graphics and sound.

The game is available for the Commodore 64 on disc for $14.95. Versions for the Amiga and Atari ST will be released in the coming months.

The is game of the month, if not game of the year. Check it out. 'Biggles' has been bought out by Mirrorsoft.

The Competition

Those very nice people at Mirrorsoft have very kindly given me 2 copies of 'Biggles' to give away in a easy to enter competition.

'Biggles' as you may have just read is my 'Game Of The Month' so it is well worth your while to enter, where else can you

get one of the latest English games for nothing?

All you have to do, to win a copy of 'Biggles' from Mirrorsoft is answer the following question.

Who is the author of the Biggles books?

Write your answer on a postcard and send it to the following:

Biggles Competition, 50 Riverside Close, Cuckoo Ave., Manwell, London W7 1BY, United Kingdom.

The first 2 correct answers received will win the game for the Commodore 64, so get your postcards sent off quickly.

Don't forget to include your name and full address so if you win, you'll get the prize. Good Luck!

Software House Index

Elite Systems, Anchor House, Anchor Road, Aldridge, Walsall, United Kingdom. Imagine, 6 Central Street, Manchester, M2 5NS, United Kingdom. Anco, 85 Tile Kiln Lane, Bexley, Kent, United Kingdom. Mirrorsoft, Purnell Book Centre, Paulton, Bristol, BS18 5LQ, United Kingdom. Electric Dreams, 31 Carlton Crescent, Southampton, United Kingdom. Ocean, 6 Central Street, Manchester M2 5NS, United Kingdom. Durell, Castle Lodge, Castle Green, Taunton, Somerset, TA1 4AB, United Kingdom. Ultimate, The Green, Ashby-de-la-Zouch, Leiscestershire, LE6 5JU, United Kingdom. P.S.S., 452 Stoney Stanton Road, Coventry, CV6 5DG, United Kingdom. Micropower, Northwood House, Worth Street, Leeds, LS7 2AA, United Kingdom. Hewson, Hewson House, 56b Milton Trading Estate, Milton, Abingdon, Oxon, United Kingdom. Macmillion, 4 Little Essex Street, London, WC2R 3LF, United Kingdom. Incentive, 54 London Street, Reading RG1 4SQ, United Kingdom

STRATEGICALLY SPEAKING

Strategically Speaking covers strategy game tips, including tips on wargames, sports games, economic and other simulations, as well as classic style games.

DISCLAIMER: The tips printed in SS are those of the authors. We try to avoid printing tips that don't work, but we cannot playtest all, or even most of them. So, let the player beware.

We pay $5.00 for each SS tip printed. Tips can be mailed to Strategically Speaking c/o CGW, PO Box 4566, Anaheim, CA 92803-4566. Try to keep tips under 250 words if possible.

AUTODUEL
(Origin Systems)

After creating a character, take a bus straight to the Atlantic City Casino. Poker offers the best odds, bet $100 at first then gradually increase as you have more money until you get around $40,000. Then you can create a car that will survive on the roads. Next, to build prestige and driving skills, take several courier tasks at a time between cities. In the beginning, these will pay only small amounts but you will eventually get better courier jobs as you build up prestige. Avoid duels on these courier jobs. Use oil jets to escape.

Save your character frequently onto another disk by selecting the "Old Driver" option. Then save the current character from "Side B" onto a separate disk. When it prompts you for your new driver, use that same disk or just leave Side B in. Experiment with as many different car designs as possible. Get ideas from Uncle Albert's Catalog and AADA Vehicle Guide which you can order or buy in a gaming shop.

If you are all shot up and caught in a city with no garage - (1) go to a truck stop, (2) ask for a bus. When it asks you if you want to leave your car on the street, press the ESC key for "none" and the bus will take you and your crippled car to the selected city without a potentially fatal drive on your own four wheels.

Always check for rumors but check them out by bus since they will sometimes lead you all over the map before you finally reach the original source. Later in the game, you can build up workmanship by playing vigilante which also gets you alot of money for salvage. Lead your opponents to crashes into corners and finish them off from around the corner or from a distance.

Keith Comfort Bellaire TX

CARRIER FORCE
(Strategic Simulations)

The computer will give you a much better chance of intercepting Japanese air strikes with air missions that are already in the air. So reinforce such missions; but not with over 15 fighters since the game will not give the larger fighter missions any extra knock out power. Also in this simulation, the computer cheats. Always assume that the Japanese know where you are with your task forces. Just wait until the next time you save a game in progress, then add up the score. The computer will get to the Japanese turn and just see that all their seaplanes are over one of the American Task Forces. This is a handy bit of knowledge.

Larry Brown Atwater OH

WAR IN RUSSIA: LVL 3 HISTORICAL
(Strategic Simulations)

I found that after going on defense in the south, the computer will leave an opening where you should be able to send 1 Corp to both Stalingrad and Baka. Stalingrad can be taken without fight, Corp (supplies) will be able to take Baka thus cutting supply in the whole south. Eventually you can take the Stalingrad unit, even though out of supply and cut RR and even take out other supply cities. For some reason, the computer will pull out of Stalingrad leaving it open.

The units around Sevestapol will also come out to fight if you get close. Send strong armor units and you will destroy these and take the city. The whole Russian attack will be cut in half. Units will be unable to attack or move. In the middle you should be able to take Moscow once the South is nullified. Then just play defense. I obtained Decisive victories the 1st and 2nd time I played War in Russia by accomplishing the above. Also Murmansk can be taken by ground unit with air support. Archangel can be taken by an out of supply unit. Computer will move unit out of the city eventually. Have a unit ready to move in. I found the computer very slow in reacting to the Stalingrad unit thus enabling you to cut RR and take supply cities. If you send 2 units to Stalingrad area, you can do even more damage, even though they are out of supply. Then just sit back, play defense and you will gain a victory. Note: In infantry corps, keep at least 1 armor division in the corp. This helps on defense and offense.

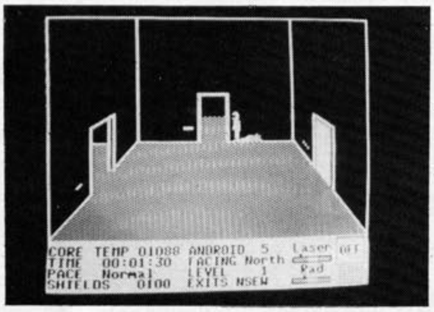
Dennis Mccafferty Olmsted Falls OH

CARRIE FORCE
(Strategic Simulations)

I found that in all the scenarios, that if you send a strong surface fleet and engage the transports of the Japanese, 9 out of 10 times you will obtain an Allied victory, most often a decisive one. In Midway you will pay for this with the loss of at least two of your carriers. But if you can damage or sink one or two of his fleet carriers the victory is yours. Take your surface fleet (5 Cruisers and 6-8 Destroyers) and go for his transports. You will sink 80% and probably a good portion of screening fleet. In one game of Midway I sunk 90% of his transports and then engaged his main fleet. I lost all my ships except one carrier and two cruisers, but I sank two fleet carriers, all but two transports, damaged every BB, and sank other miscellaneous warships in the surface action. My entire surface fleet that was engaged. It will be bloody, but you will stop the Japanese cold. You will probably sink during the game an average of three fleet carriers and one or both light carriers. You will find this to be true in the other three scenarios as well. At Level one & two this will be harder but if done right you can obtain the same results by committing your units to surface action with his transports.

Dennis Mccafferty Olmsted Falls OH

COUNTDOWN TO SHUTDOWN



Name:	Countdown to Shutdown
System:	C-64, Apple II (64K)
Price:	$29.95(C64),$39.95(Apple)
# Players:	1
Designer:	Creative Sparks
Publisher:	Activision, Inc.
	2350 Bayshore Frontage
	Mountain View CA 94043
	(415) 960-0410

The game's black cover with its title in warning-light red in one corner sets the mood of the game: understated but urgent. You have eight robots of varying abilities that you can direct, one at a time, through an eight-level, 2000-room "underground energy plant"; the object is to get its overheating core (which is on the bottom level, of course) cooled off before it reaches 10,000 degrees. Your robots have eight characteristics, each of which influences what it's best at: some robots move faster than others; some are good at fixing jammed doors, others at fixing other robots, and so on.

Through the use of remote cameras in every room, you can see most of the room; all of it, if you switch to the alternate camera in the room. Each room has one to four doors, sometimes an elevator that connects you with only one other level. If you examine a room carefully, you will usually find a useful object. These range from damper-fields (which you must have to cool down the core) to radiation shields to medkits (which allow you to repair other robots) to transmats (curious devices that teleport you a set number of levels up or down--one way only!). Each robot can carry only eight items, though two robots may (awkwardly) trade items as well. At any point, you can switch from one robot to another, leaving the former wherever it is and taking control of the latter.

Of course, if this were easy, they wouldn't call it a crisis, would they? Certain things stand in your way. One is complete ignorance of the plant's layout--what rooms are connected, where the elevators are, what objects are scattered about. Also, the plant is filled with radiation that will eventually turn a robot into an twitching moron. Most rooms have as many as three hostile inhabitants that try to dismantle any robot they can touch; that's why robots start out with pistols.

All this combines to make a rather rich game. Within the limits set by the game, you can play however you feel best: you can run from room to room, shooting everything in sight; you can send one robot out and run it until it breaks down; you can do a careful exploration of each level, making a map as you go. Countdown gives you occasional visual surprises and a few arcade skills to master (like how best to shoot the "anti-radiation plasma blobs," which look like small icebergs that roam after your robot), but the real fun is going on inside your head. This game is really about pitting yourself against a formidable task, about exploring, surviving, and overcoming hostile territory.

Countdown was first designed on a Commodore 64 and was translated to the Apple II (with 64K of memory and a joystick) by T.L. Gale and Ivan Manley, of Synergistic Software. I'm glad to report that this game survived the translation to the graphically more primitive Apple II--nice work, guys.

However, Countdown is not without its quirks. You can't, for example, turn the sound off (a simple feature that's been standard on Apple II software for years). Each room can contain only one item; if you drop two items, you can pick the second item up, but the first is gone. Twice (both times after using a pulse grenade), the game refused to respond to any of the keyboard commands, thus effectively ending the game. I think that's a bug, not a "feature." The work-around to that is to save the game to disk often, especially before using an object you haven't used before.

Also, be wary of pulse grenades--they will disable your robot, even if it is several rooms away from the place where you dropped it. If the room you're in has enemy inhabitants, they keep moving; but if you switch to another robot, then switch back to the first one, the inhabitants are gone. I can't quite explain this behavior, but I can live with it.

Overall, I like the Apple version of Countdown, and I'm sure the C-64 version is even more enjoyable. If you ever get the game completely solved, you can play a randomized version that will keep you busy for a while longer.

Gregg Williams

MOEBIUS



Name:	Moebius
System:	Apple II series
#Players:	1
Author:	Greg Malone
Publisher:	Origin Systems Inc.
	340 Harvey Rd.
	Manchester, NH 03103

Moebius is a fantasy role-playing game that combines a world similar to Ultima with a combat system similar to Karateka and the older DataMost game: Swashbuckler.

"Twas in the Year of the Yak that the disciple Kaiman abandoned the one true path of Moebius the Windwalker and stole the Orb of Celestial Harmony". Kaiman fled through the three ascending Realms-Earth, Water, Air, and set up base in the Realm of Fire. Your quest is to pursue Kaiman through the four Realms and rescue the Orb, thus preventing the destruction of the universe, and bringing to a halt the earthquakes, rains, and droughts that currently plaque the Realms. In each Realm you must free the imprisoned Holy Ones and restore them in their Shrines. Those who succeed will be awarded with prayers and magic artifacts that will help them in their quest. The magic artifacts (charms) must be 'divined' to determine their true nature, but you will be taught the ways to succeed.

As you travel through the Realms you will find magical maps that will provide you with various views of buildings, shrines or other sites as well as the general layout of the Realms. This system enables you to not have to worry about mapping your travels and lets you free to enjoy the other aspects.

You, as a Disciple, have four basic attributes; Body (hit points), Mind (Spell-

casting ability), Dexterity, and Karma. The first three should be self-explanatory but let me explain Karma. If you fall victim to a thief, beast, or assassins this attribute is lowered. It can be increased by various feats of valor. Not having a positive Karma will degrade your fighting ability and the ability to get information or help from the villagers. Sword-wielding characters can also frighten the villagers into refusing to help.

In your travels you will visit villages, castles and Shrines. Ninja-like assassins will seek to prevent you from fulfilling your quest as well as sword-wielding Guards. When you do encounter an enemy or Evil Monk you will immediately be switches to the combat system. In the combat system you can fight with either your bare hands or a sword. However, you cannot choose which weapon once you are in the combat system, this requires preplanning. With either weapon you have six attack and one blocking position. (At the beginning of the game you are able to sharpen your fighting abilities in practice rounds.)

You must constantly keep in mind that food and water will need replenishment, bamboo will grow to block you path, and earthquakes will cause rockslides across these same paths. Your sword will play an important part in your travels so always keep it sharpened and make sure you are not caught in a forest without a sword to cut yourself out (Swords can shatter if you use them too carelessly).

Sometimes guards will stun you, steal your food and water, then run to some far corner. If you don't retrieve these items quickly or find replacements in a hurry you will die quickly. It was exasperating in the beginning but I found a pattern as to where these guards go to hide. Once you recognize the pattern you can typically recover your lost items expeditiously.

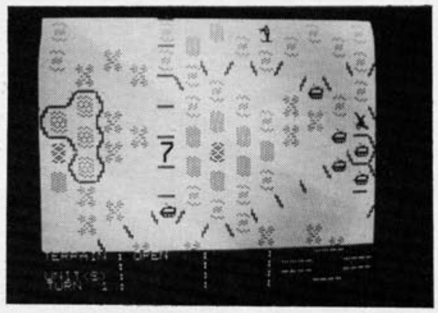
Dying due to lack of food or water is a common occurrence for the beginner.

However, there are Towers where you can be assured of a fight. If you win the combat, there is a good likelihood that the prize will be food. For water there are springs and fountains. You just need to be cognizant of their location and proximity to your present position.

Moebius is sort of an outgrowth or continuation of the best parts of Ultima with special emphasis on graphic detail around a central Zen-like theme. The addition of a fully animated combat system was frosting for the cake. Enjoy!

Jim McPherson

NORWAY 1985



```
Name:       Norway 1985
System:     Apple, C-64
# Players:  1-2
Price:      $35
Author:     Roger Keating
Publisher:  Strategic Simulations
            Mountain View, CA
```

Have you ever been told your blind date had an interesting personality? Well, you know you're in for a surprise, right? Roger Keating has given us the unexpected in Norway 1985 (N85); at least, I didn't expect it. This fourth installment in the "When Superpowers Collide" series moves considerably back away from the complexity which built through the first three games. The result is a game which is easier to play (although no less easy to master).

N85 portrays a hypothetical battle between NATO and Soviet troops in Norway in the winter of 1985. [Ed. Note: the fact that N85 was a year late in coming out makes for a rather awkward situation: the hypothetical future is now (or even past)]. The Norway scenario is tied in with the "story" of "When Superpowers Collide" by presuming a Soviet occupation of Norway during the larger conflict. The game is played on a 39-by-28 hex grid which represents a generalized section of central Norway. Terrain types include clear, forest, light and heavy rough, mountains, lakes, rivers, towns, and cities (lakes, mountains, and airbases are all new to the system). One hex represents three miles; movement allowances and artillery ranges have been adjusted from the one mile per hex in Germany 1985. The units are battalions of ski troops, and ski mortar troops (for NATO) and mechanized infantry, ski troops, artillery, and Katushka rockets (for the Soviets).

Here is one of the surprising items about the game. There are considerably fewer unit types than in the previous scenarios. When you get into the rule book, you will begin to see some of the other changes from the rest of the system. Gone are defensive mode, support mode, headquarters, efficiency ratings of individual units, divisional integrity, and air cavalry. Reorganization is automatic (that is, units which are beat up will automatically break off and hide to regain strength). There are some new things added to the system in the game, but we are still waiting for the mines and nuclear contamination which has had a spot reserved in the rules since Germany 1985.

While it is easy to be initially disappointed with N85 (after seeing the complexity of the prior series entries), one must keep in mind the situation that is being simulated. Roger Keating still had available to him all of the rules of the system, but he purposely left many out. Why? Because the game as designed is accurate to the possibilities of arctic combat. The design premise here is a forbidding terrain where vehicles freeze up and ski troops really are more mobile than mechanized infantry. In a situation where Soviet garrisons will be hit in quick raids, divisional integrity is a non-entity and battalions live and die by their own capabilities. Why can all but mechanized infantry cross and even occupy rivers and lakes? They are all frozen solid!

Beyond the situation being simulated, N85 is very much like its older brothers. The box contains the disk, a player's aid card, a four page "special rules" booklet, and the rule book from Germany 1985. Most of the rules are unchanged from that original "Superpowers" game. Each player in turn moves and executes combat with his individual units. Each unit is moved in turn and executes all movement and attacks during its "Movement Phase". Combat involves a complex series of calculations which are explained in an appendix. It is nice to be able to get an idea of which factors are most crucial in combat by referencing this information.

N85 contains one basic scenario which can be modified by augmenting the forces of either or both sides. NATO ski troops begin scattered around the map. Their objective is to occupy as many town, city, and airbase hexes for as long as possible. The Soviets begin with the inferior force, but reinforcements arrive at various map edges throughout the game. Their goal is to hold the objective hexes as well as destroy as many of the raiders as possible.

In spite of the simpler mechanics and fewer unit types, N85 presents an engrossing tactical combat situation. Both sides will have plenty to keep them busy (especially when the "hidden units" option is used). As such, N85 may actually be a more appropriate "first game" in the series for someone to buy than any of the first three. If you have been thoroughly immersed in the "Superpower" series, you will have to adjust your expectations before getting into the game. If you can do this, you will find a good game here.

Jay Selover

Continued on pg. 41



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A section of the battle map. The player is ready to move Law's Brigade of Hood's Division, Longstreet's Corps (the white X).

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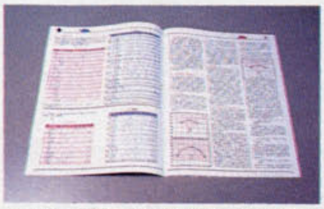
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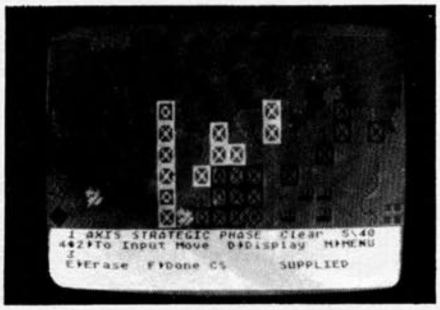




KAMPFGRUPPE and MECH BRIGADE rulebooks with charts and diagrams

STRATEGIC SIMULATIONS, INC.

CLASH OF WILLS



Name:	Clash of Wills
System:	Atari, C64
#Players:	1-3
Price:	$39.95
Publisher:	Digital Kamp Group 1737 Walnut Grove Decatur, IL 62526

Clash of Wills is DKG's re-creation of the war in Europe (1940-1945) -- both Eastern and Western Fronts. As such, the simulation is ambitious, covering a vast scope and adding production in as well. The map ranges in Europe from France east to mid-Russia and from Great Britain south to Egypt in 40-km squares. Turns are monthly, with options for three or less active players (in solitare mode, the player assumes command of Germany).

The documentation is inadequate, at best. Weather is noted as three types -- "clear...and mud"; proofreading would have revealed the omission of snow as a weather type. Even more important, the effects of weather are discussed only in a cursory fashion, and one is left to discover what impact, if any, the weather changes will have.

Production is covered in a quarter-page. While the designer stresses the importance of aircraft, no quantitative suggestions are made (during play, this reviewer built the Axis up to 70 planes, assuming this would be sufficient; the American entry quickly built the Allied Air Forces up over 300 planes, thereby eliminating the Axis air). Also, Germany assumes a full war-time economy ab initio; historically, Germany did not do so until July 1944. This allowed the reviewer to build up an SS Panzer Army before the invasion of Russia.

The map and character set are reminiscent of Chris Crawford's Eastern Front. However, instead of joystick, the designers opted for keyboard input -- a decision which will slow down most gamers considerably. Also, movement is limited to N-S-E-W only. Once orders are given, the map switches to an overview of the entire map and resolves the turn on a grand scale. While this resolution by pixels is primitive, one can grow to appreciate its nature; the amorphous Russian front will be seen as a vast panorama. However, resolution is objectionably slow.

Strategic movement occurs before tactical movement. One may utilize strategic movement in any area free of enemy zones of control. Therefore, a three-hex wide break in Russian lines will permit the German Army to penetrate 920 kilometers in a one-month period. Such a breakthrough (which this reviewer achieved) can well doom Russia before the end of December 1941. It would make more sense to limit strategic movement to already-occupied territory, and not allow it as a device for exploitation.

The armies draw supply from any friendly city, port or industrial center. This can permit the German Army to seize Moscow and utilize it as a supply source in the following turn, although the Army may be totally isolated from the Fatherland.

Tactical play is rather straight-forward, and once one is accustomed to the system, it can be fun. However, the Italian army can literally defeat the British in Africa before the Afrika Korps can arrive. This reviewer utilized the Italians alone and seized Alexandria and Suez. Of course, many German reinforcements were needed to prevent British reinforcement and battles in Africa, but it was strictly as a mop-up and garrison duty. Similarly, the Balkan Campaign is a push-over; attacking in mid-Winter, this reviewer noted little resistance, and completed the Balkan conquest by February 1941.

Does Russia attack Germany if Germany does not do so first? The documentation is silent, and most players will never have the opportunity to discover the answer. The reason is that the assault on the Soviet colossus can begin in April 1941 -- once the breakthrough is achieved, the So-

viet may be eliminated before 1942. A massive German army of occupation should be left along the east border, stretching the width of the map in order to prevent Soviet reinforcements.

Because the Axis may not cross the Channel, the remainder of the game consists of waiting for the Allied invasion. If the Russian Campaign has been properly handled, the Axis should have a surplus of units to man the beaches (this reviewer used a three-deep defense, consisting of infantry, armor and SS panzer). Dieppe-type assaults were made by the Allies in Belgium and Normandy between August 1942 and June 1943, but they were repulsed handily. Festung Europa is a reality! Although Allied bombing causes massive industrial damage, by this point, the player does not need any production. His invincibility and victory are assured.

This reviewer has mixed feelings about the product. The scope of the simulation is laudable; its execution is not. Its failures could well have been corrected with some additional development. The designers did not choose to do so, and the net result is a game with a potential for greatness, but a realization of minimal adequacy, at best.

M. Evan Brooks

ADVENTURES IN FLESH

Name: Adventures In Flesh
Systems: Apple II+, Atari, C64
Players: 1
Price: $49.95
Publisher: Krell Software Corp.
1320 Stony Brook Rd.
Stony Brook, NY 11790
(516)-751-5139

This text adventure program evokes memories of Isaac Asimov's classic book Fantastic Voyage, which was made into a popular movie in the late 1960s. In this game the player is placed inside an "inner space" capsule and miniaturized to the size of a bacterium, then injected into the body of a mythical patient with up to ten different disorders. The objective of the game is to pilot the capsule through the bloodstream, digestive system, and assorted other bodily regions to each area of the patient. At each area the player is to decipher clues, discover symptoms, and make the appropriate diagnosis. The user communicates with the program using simple two word commands, such as "Explore Liver" or "Go Artery." At each turn the program prompts with allowable commands for that point (e.g., DOWN, WEST, EXPLORE). Most commands can be abbreviated to one letter. Scoring is based on the number of correct diagnoses. The sketchy documentation does include a list of 23 possible diagnoses, their location and associated symptoms.

Along the way the program does some teaching. For example, at the entrance to the liver along the portal vein, the program describes some of the functional physiology. Also, the program teaches indirectly by forcing the player to use the normal routes of travel in the body.

The game has some clever features that keep the interest level up. It is possible, by chance, to temporarily disable the capsule's onboard computer, which is an invaluable asset to exploration (and communicates with the user in the style of a famous TV show's automobile computer). One can get lost, or consumed by a white blood cell, in which case the computer panics. Fortunately the capsule is armed. One can exit the body by getting excreted. Although entirely a prose adventure program, the descriptions of the insides of the human body are authentic and give the player the feel of being really there. The medical diagnoses are also authentic; the clues to the diagnoses are rather obvious, however.

Adventures In Flesh is appropriate for junior high and up. Adults will find the game engaging, if unsophisticated compared to the best prose adventures. Its shortcomings as an adventure program are well offset by its attention to anatomic detail and informative approach to a score of real medical problems. When the hardcore adventure gamer gets an ulcer from too many hours of sleuthing, he or she will be able to visualize just what's going on in that sick duodenum! [Circle Reader Service #77]

J. Robert Beck

THE BLACK DEATH

Name: The Black Death
Systems: Apple II+, Atari, C64
Players: 1 to 6
Price: $24.95
Publisher: Krell Software Corp.
1320 Stony Brook Rd.
Stony Brook, NY 11790
(516)-751-5139

The plague, or Black Death, ravaged Europe in the late middle Ages and the early Renaissance. The Black Death capitalizes on this hideous piece of history with a package design incorporating a death's head grin. There the similarity ceases, as The Black Death is a simulation program that illustrates a typical (albeit highly fatal) epidemic, with the victims represented by numbers on a grid. The program allows the players to select variable starting points of the infection, probabilities of contagious spread, recovery and hazards of vaccination and therapy. Also, the number of periods of illness before the disease is reported to the public health authorities may be varied, and the number of treatments and inoculations per player per turn may be manipulated. The simulation then runs, and at each turn the program updates the number of people alive, dead, sick and recovered. For each sick person the program computes the stage of the disease. After this updating the player(s) can choose to inoculate or treat a fixed number of individuals, whereupon the program runs through another cycle. The simulation concludes after a certain number of turns, or after it becomes clear that no more infections are possible.

The program is challenging, as the players decide what cooperative strategy to use to combat the epidemic. In the default scenario provided with the game, one player is doomed to watch two-thirds of the population die. As more players assist in fighting the epidemic, the chance of saving most of the populace increases greatly. The graphics are rudimentary, but on a color monitor there is the option of displaying a low resolution color picture of the population disease status that closely approximates the type of map used by actual epidemiologists.

As a simulation the program is effective. With real-life data it faithfully recreates the spread and conquering of an epidemic. Using the variable probabilities, the players can simulate both fatal and nonfatal infections. On the other hand, the program's error checking leaves something to be desired: using the Apple II version, the number of allowable vaccinations and treatments occasionally got confused, leading to a negative number of remaining treatments and thus an infinite supply. The status line occasionally gives wrong information, also in the area of numbers of remaining treatments and vaccinations.

THE BLACK DEATH would be of interest to high school and college students studying epidemiology, as part of a general or population biology course. As a game it's a good example of a cooperative strategy problem. The graphics and action won't sustain interest, but the opportunity to tackle a classic problem in probability and epidemiology should appeal to students in these and related fields.

J. Robert Beck

MAKE MILLIONS

Name: Make Millions
System: Macintosh (128K)
#Players: 1
Price: $49.95
Publisher: The Scarborough System
Tarrytown NY

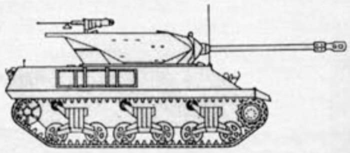
The game's title is correct: before the game ends, you will have to parlay $250,000 into $7,000,000 or more by playing the stock market and managing five vertically-integrated companies. This is a task that will probably take weeks or months to complete, one that will be at times as appealing as filing the long 1040 income-tax form. Not much fun, huh? "Why bother?" you may ask. Because this game is touched with the same wit and spark that characterizes many other Tom Snyder Productions games.

The scenario is this: you have been called back to the island of Wiki-Wiki by a summons from your father, founder of a string of the five Aloha companies that manufacture, package, and sell guitars. When you arrive, your father has vanished, but his employees expect you to run the businesses he has left. All you know is that the secret of your father's disappearance is in the office safe, which is opened by five keys. Here's the catch: to get a key, you must hold over 50% of an Aloha company's stock--and you must do that in the face of a conglomerate called Humungus, Inc., who's trying to do the same.

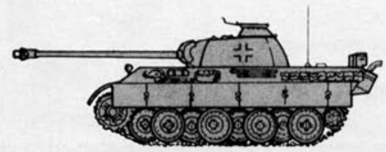
The game divides into several phases. You start with $250,000 (enough to buy 12% of one company) and no stock in anything, so the first few hours of play consist of playing the Wiki-Wiki stock market, which includes the five Aloha

Continued on pg. 44

Battlegroup



M10 Achilles



PZ-V (Panther)

in the non-German units to be used and in the typical terrain and scenarios.

Even if you already own *Kampfgruppe*, there is still perhaps enough difference in the new American and British units to justify buying *Battlegroup*. The new units are definitely NOT like the Russians. You get everything from the early Grants and Crusaders through to the Pershings that could finally stand toe to toe with the Germans. Allied tank destroyers arrive on the scene in the 1945 scenarios and include the M18 Hellcat, the M-36 Jackson, and the British Achilles and Archer. There are also the standard complement of halftracks, bren carriers, self-propelled artillery, and armored cars. there is also a complete collection of Allied infantry, anti-tank guns, heavy machine guns, and mortars. Of course, the Germans are equally well equipped, although we have seen most of these units before in *Kampfgruppe*.

If there is any down side with *Battlegroup*, it is that Gary has taken a step back to *Kampfgruppe* in two points which worked much better when they were revised in *Mech Brigade*. First, *Battlegroup* is again a smoke-free war; artillery units again can not fire smoke rounds. Also, the morale rules again make it far too likely that a platoon which suffers any losses will rout. It is one of the most exasperating experiences in playing this game to see a platoon of five tanks suddenly abandon their carefully prepared defensive positions and rout when they suffer their first casualty.

Although the "make your own scenario" capabilities in *Battlegroup* are the same as in *Kampfgruppe*, and many people will spend most of their gaming hours on hypothetical scenarios; the game does include four historical scenarios which present some very interesting situations. "Kasserine" presents a German assault on the untested Americans in Tunisia in February of 1943. We then move to Sicily for "Salerno", where a German pursuit attempts to force the Americans back from their beachhead. "Caen" recreates the ill-fated British attempt to break through the German lines near Caen in July 1944 (Operation Goodwood). Finally, "Celles" gives us the British sealing off the deepest German penetration in the Battle Of The Bulge. They have all been well designed to highlight the unique features of each of these battles. Another nice thing about the historical scenarios is that the terrain does not have the generic "sameness" of the computer generated maps in the "design your own" part of the game. This comment is true also in *Mech Brigade*; the specially constructed maps of the historical scenarios present some very interesting problems in how to best situate your forces.

One of the most important rules in doing any derivative design is "If it's not broken, don't fix it!" Well, there just wasn't very much that was "broken" in *Kampfgruppe*, and so it is perfectly natural that there has not been much "fixing" in the two subsequent releases. The feel of the play in *Mech Brigade* and the modern units make this one almost a whole new game. *Battlegroup* is much more similar to its older brother, but will still appeal to West Front gamers.

stocks, five other stocks, and gold. Once you have enough money to buy 30% of an Aloha company, you move to a "manufacturing company management" phase, where you try to make your company more profitable by adjusting the price and volume of the one product that company manufactures.

From here on out, the game is a combination of the stock-market and management phases. So far, with a net worth of about $320,000, I've bought Aloha Woodshop, improved it, then sold it and bought even more shares of Aloha Guitar. I suppose my best strategy is to continue doing this until I get enough money to buy 30% of two Aloha companies at the same time. Trouble looms ahead, though-- Humungus already controls Aloha Music Stores.

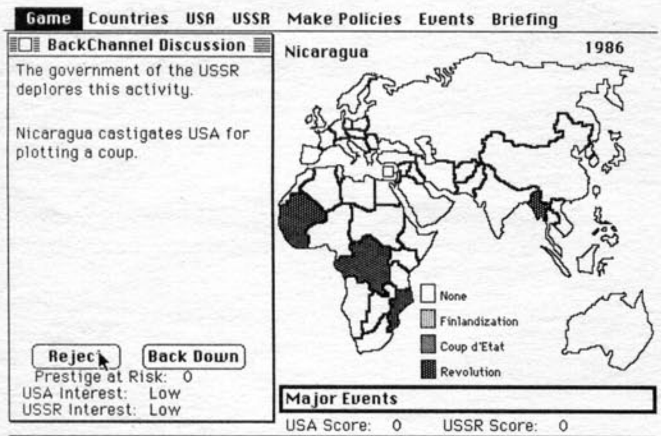
The authors of <u>Make Millions</u> (MM), G. Richard Fryling, Dr. Arthur Lewbel (an economist), and Tom Snyder have used the graphics capabilities of the Macintosh to keep this game from bogging down in too much "number crunching." In fact, most of your activity will consist of using the mouse instead of the keyboard. For example, the screen for your office shows (among other things) a telephone, a newspaper, a memo board, a Macintosh, a clock, and a potted plant (which wilts if you don't water it). If you select the telephone when it rings, a window opens to show, say, a stockbroker who recommends a stock for you to buy. If you select the newspaper on your desk, you can read a 3-page weekly newspaper that includes a news headline, the new prices of gold and all the stocks, and a page of national indicators. The memo board, when selected, expands to become a stack of "While You Were Out" messages.

As in real life, time plays an important role. The basic unit of time is the week. In MM, the clock is always running (it runs between 1 minute and 1 hour of game time per real-time second, and you can adjust the rate), and you must make all your moves before 5 p.m. Friday. Although I have not yet run out of time, I may have a problem once I get three or four companies and a portfolio to manage. One of the pull-down menus has selections named "Lock Door" and "Disconnect Phone," which leads me to believe I may eventually need them!

Because MM requires weeks to months to finish, I classify it as a "campaign" game, one that requires more planning than arcade reflexes and that allows you to immerse yourself in a role for a fairly long period of time. Because of this, working toward winning this game is a lot like increasing your character's level in Wizardry; it's something you must carefully and prudently plan.

How did I like MM? I can't say I'm addicted to it--planning your moves often feels like real-world work--but I do get considerable satisfaction from making progress, and I feel I'm learning more about how to be a manager. In short, this is the most creative (and, at the same time, faithful in spirit to real life) business simulation I've ever seen on a computer. If you like business simulations, you're certain to enjoy MM.

Gregg Williams

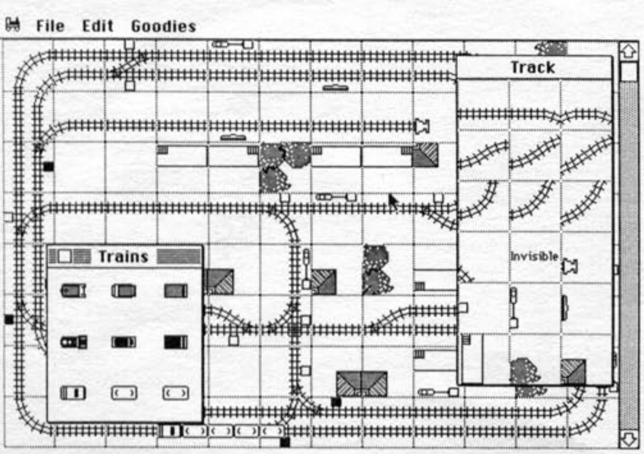


No game is perfect, of course; I felt the interface could have been improved in places, and better use made of memory beyond 128K. I also felt frustrated at first: the computer plays a mean game, even at the Beginner level. I think Crawford should have included a "Preschool" level, where the most naive of players could have a chance of winning, even if only to find out that winning is possible.

Putting these relatively minor objections aside, though, BOP stands in a prestigious circle: that of the most innovative computer games of all time. If there were Academy Awards for computer games, BOP would get my votes for Best Picture and Best Director of 1985. I don't want to see a rush of clones, but I do hope that other game designers feel inspired by the obvious thoughtfulness and creativity Chris Crawford put into his simulation. BOP is published by Mindscape and retails for $49.95.

I'm A Workin' On The Railroad

While in Germany a few years ago, I became fascinated with the idea of owning a model railroad set. Since I didn't have much space, the best choice seemed like Marklin's tiny Z-gauge trains. Unfortunately, at well over $50.00 per engine, it looked as if a railroad set was out of my reach--but not any more. Now I can layout track, design scenery, and run trains to my heart's delight with MacInooga Choo-Choo (MCC), "electronic train set software" for the Macintosh.



MCC allows you to design train sets about one screen wide and two screens high; a scroll bar is provided to let you see all of your layout. Track and train windows allow you to drag pieces onto your layout in much the same way you drag tabs out of the "tab wells" in MacWrite's rulers. Plenty of tools are provided to get the pieces just the way you want; you can rotate, flip, hide, duplicate, and combine them.

Decouplers (which unhook cars), switches (which change the direction of trains), and signals (which stop trains), help the budding engineer in his or her quest to become the next--well, I was going to say Casey Jones, but you won't have to go down with your train. In fact, you can crash your electronic engines and watch from a safe vantage point; repairing them is as close as a menu selection. MCC is great fun, and it's $39.95 from Fortnum Software.

Keeping In Touch

I encourage your comments; you, the reader, can help me to make this column as good as it can be. You can write to me at: 4568 Georgia St. #2, San Diego, CA 92116. Or you can reach me at the following electronic addresses:

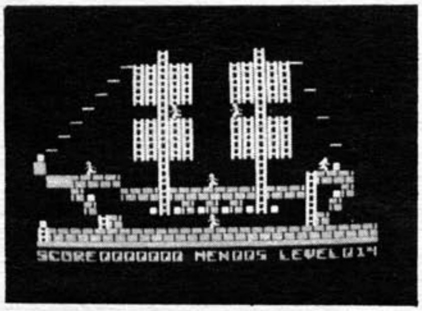
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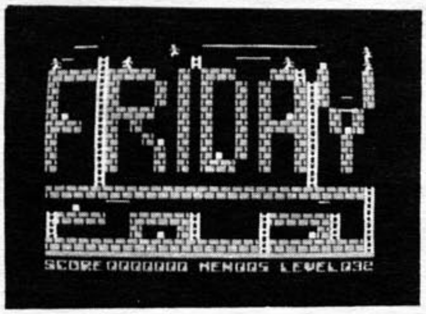
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#27 - Under Fire Replay; Europe Ablaze and U.S.A.A.F.; Map Design for Computers; 7th Fleet; Game Manufacturer Survey; Battle of Antietam; Ballyhoo Tips; and more!

#28 - The Dark Ages of Computer Game Design; Three article on computerized baseball; Autoduel; Alter Ego; Nam; The Current State of the Entertainment Industry; Halley Project Update; Amazon Tips; and more!

READER INPUT DEVICE

RID #29 (use card at pg. 5)

On this page a number of games are listed for evaluation. When evaluating a game consider such things as PRESENTATION (graphics, sound, packaging, documentation); GAME DESIGN (design, playability, interesting?); LIFE (does the game wear well?).

For each game you rate, place a 1 (terrible) through 9 (outstanding) next to the appropriate number. Leave blank any game which you have not played enough to have formed an opinion.

1. Kampfgruppe (SSI)
2. Battlegroup (SSI)
3. NAM (SSI)
4. Phantasie II (SSI)
5. Rings of Zilfin (SSI)
6. Wizard's Crown (SSI)
7. Objective Kursk (SSI)
8. Conflict in Vietnam (MicroProse)
9. Acro Jet (MicroProse)
10. NATO Commander (MicroProse)
11. Solo Flight (MicroProse)
12. Ultima IV (EA/Origin)
13. Heart of Africa (EA)
14. Bard's Tale (EA)
15. Auto Duel (EA/Origin)
16. Imagic Football (EA)
17. Moebius (EA/Origin)
18. Under Fire (Avalon Hill)
19. Statis Pro Baseball (Avalon Hill)
20. Where Carmen SD? (Brdrbnd)
21. Universe II (Omnitrend)
22. Hardball (Accolade)
23. Dam Busters (Accolade)
24. Law of the West (Accolade)
25. Mean 18 (Accolade)
26. PSI 5 Trading Co. (Accolade)
27. Fight Night (Accolade)
28. Ballyhoo (Infocom)
29. Spellbreaker (Infocom)
30. Fooblitsky (Infocom)
31. Hacker (Activision)
32. Little Computer People (Activision)
33. Alter Ego (Activision)
34. Borrowed Time (Activision)
35. Amazon (Telarium)
36. Shadowkeep (Telarium)
37. Golan Front (Sim Can)
38. Seventh Fleet (SimCan)
39. A View to a Kill (Mindscape)
40. The Mist (Mindscape)
41. Halley Project (Mindscape)
42. Alternate Reality (Datasoft)
43. Oo-Topos (Polarware)
44. Competition Karate (Motivated)
45. King's Quest II (Sierra)
46. Spell of Destruction (Mindscape)
47. Alpine Encounter (Random House)
48. Battle of Chickamauga (GDW)
49. The Dolphin's Rune (Mindscape)
50. Countdown to Shutdn (Activision)

51. What is your age?
52. How much do you spend each month on computer games?
53. What is your overall rating for this issue (1-10)?
54. Do you ever purchase games or computer products by mail order (Y/N)?

READER INPUT DEVICE

Ultima IV's reign as fantasy king turns out to be a quickie as Phantasie II pops to the top of the charts. However, the number of responses was relatively low and we suspect the next RID will see Lord British back in the saddle. This RID also indicates an interesting trend by Strategic Simulations. Long dominant in the strategy ratings, SSI is wise to market trends and has spent considerable resources in the fantasy realm. The result? Three entries in the Top 10. An impressive showing for a company relatively new to the genre.

On the strategy side the news isn't quite as good for SSI as NAM plummets quite a distance. The jury is still out on Viet Nam as a gaming subject. Conflict in Viet Nam, by MicroProse, hasn't been out long enough to draw many reader responses. Avalon Hill should be pleased with the showing of Under Fire. It gained in ratings this issue, and currently sports the best score ever by an AH entry. Not surprising really, it's a fine game. We would like to see more games of this quality from the company that introduced virtually all gamers to the hobby.

Strategy

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Kampfgruppe	SSI	C,Ap,At	3	139	7.94
Silent Service	MicPr	C,At	3	103	7.77
Mech Brigade	SSI	C,Ap	3	72	7.70
Europe Ablaze	SSG	C,Ap	3	27	7.62
M.U.L.E.	EA	C,At	13	81	7.51
Battle Antietam	SSI	C,Ap,At	2	39	7.49
Star Fleet I	Cygns	C,At,I	3	29	7.44
War in Russia	SSI	Ap,At	6	71	7.40
Decision in Desert	MicPr	C,At	2	45	7.33
Ancient Art of War	Brodr	I,M	5	30	7.32
Crusade in Europe	MicPr	C,Ap,At	4	84	7.24
Fighter Command	SSI	C,Ap	8	43	7.24
Guadalcanal Camp	SSI	Ap	9	48	7.24
Under Fire	AH	Ap	4	23	7.24
Seven Cities Gold	EA	All	7	118	7.20
Heart of Africa	EA	C	2	29	7.20
Carriers at War	SSG	C,Ap	4	81	7.17
NFL Challenge	XOR	I	4	17	7.14
Reach for Stars	SSG	C,Ap	4	50	7.12
Combat Leader	SSI	C,At	5	56	7.11
Computer Baseball	SSI	All	6	36	7.10
Micro Lg Baseball	MicLg	All	3	84	7.09
Galactic Glad'trs	SSI	Ap,I	3	32	7.07
Operation Mkt Grnd	SSI	C,Ap,At	4	58	7.06
NAM	SSI	C,Ap,At	2	23	7.06
Flight Sim II	SubLg	All	5	91	7.05
Colonial Conquest	SSI	C,At	2	59	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
Sundog	FTL	Ap,ST	4	17	7.04
Field of Fire	SSI	C,At	4	72	7.01
Breakthru Ardennes	SSI	C,Ap,At	3	44	6.95
3 in 1 Football	Hffnr	C,Ap,I	1	19	6.95
Computer Ambush	SSI	C,Ap,At	5	46	6.93
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
Excalibur	Atari	At	1	40	6.85
Cosmic Balance	SSI	C,Ap,At	5	84	6.83
Bomb Alley	SSI	Ap	4	32	6.82
Eastern Front	Atari	At	4	61	6.81
Southern Command	SSI	Ap	5	40	6.79
Star League BB	GStar	C,Ap	1	73	6.78
GATO	SpHb	Ap,I,M	3	79	6.77
Gulf Strike	AH	At	4	33	6.75
Geopolitique	SSI	C,Ap	3	29	6.73
Universe	Omtrn	Ap,I,M	3	46	6.73
Halley Project	Mndsc	C,Ap,At	1	25	6.68
Kennedy Approach	MicPr	C,At	4	48	6.67
North Atlantic '86	SSI	Ap	2	72	6.65
Cartels & Cuthrts	SSI	C,Ap,I	4	24	6.62
Knights of Desert	SSI	C,Ap,At,I	5	63	6.61
Rails West	SSI	C,Ap,At	3	68	6.57

Adventure/Action

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Phantasie II	SSI	C,Ap	1	20	8.00
Ultima IV	EA	C,Ap	2	86	7.97
Bard's Tale	EA	C,Ap	2	58	7.89
Wizardry I	SirTe	Ap,I	16	73	7.76
Ultima III	Orign	All	10	107	7.64
Hardball	Accld	C,Ap	2	23	7.63
Wizard's Crown	SSI	C,Ap	1	19	7.47
Elite	Firbd	C,Ap	2	27	7.44
Enchanter	Infcm	All	2	32	7.43
Phantasie	SSI	C,Ap	4	75	7.41
Spellbreaker	Infcm	All	2	19	7.37
F-15 Strike Egl	MicPr	All	5	140	7.21
Knight of Diamonds	SirTe	Ap	11	53	7.19
Legacy of Llygamyn	SirTe	Ap	7	58	7.18
Archon I	EA	All	10	98	7.14
Choplifter	Brodr	All	4	79	7.13
One on One	EA	All	7	74	7.13
Questron	SSI	C,Ap,At	5	97	7.13
Zork Series	Infcm	Ap,At,I	7	122	7.09
Pinball Con Set	EA	C,Ap,At	4	47	7.08
Lode Runner	EA	All	6	60	7.07
Sorcerer	Infcm	All	5	58	7.07
Autoduel	EA	Ap	1	24	7.04
Ultima II	Siera	Ap	8	61	7.00
Ultima I	CalPc	Ap	2	48	6.96
Moebius	Orign	Ap	1	21	6.95
Deadline	Infcm	All	3	44	6.94
Galactic Advntrs	SSI	Ap,At	4	35	6.90
King's Quest II	Siera	Ap,I	3	19	6.88
Hitchhiker's Guide	Infcm	All	4	108	6.86
Olympic Decathlon	Micsf	All	4	63	6.86
Planetfall	Infcm	All	3	51	6.86
Rings of Zilfin	SSI	C,Ap	1	13	6.85
Summer Games	Epyx	C,At	2	35	6.79
Racing Dest Set	EA	C	3	49	6.78
Mindwheel	Synps	All	1	15	6.73
Adven Con Set	EA	C,At	3	57	6.72
Ballblazer	Epyx	C,At	3	66	6.68
Rescue Fractalus	Epyx	C,At	3	71	6.68
Wishbringer	Infcm	All	2	42	6.68
Rescue Raiders	SirTe	Ap	3	40	6.67
Archon II	EA	C,Ap,At	4	76	6.64
Karateka	Brodr	C,Ap,At	3	79	6.64
Suspended	Infcm	At,Ap,I	6	61	6.63
Spy vs Spy	FrsSt	C,Ap,At	1	25	6.56
Mig Alley Ace	MicPr	C,At	3	40	6.55
Super Bowl Sndy	AH	C	2	30	6.53
Comp Karate	Motvd	Ap	1	19	6.53
Ringside Seat	SSI	C,Ap	1	13	6.46
Solo Flight	MicPr	C,Ap,At	1	20	6.45

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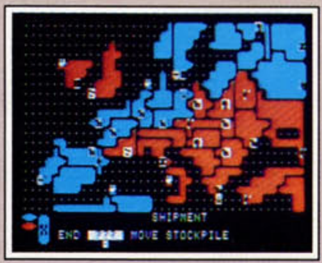
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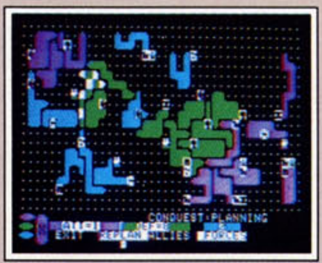
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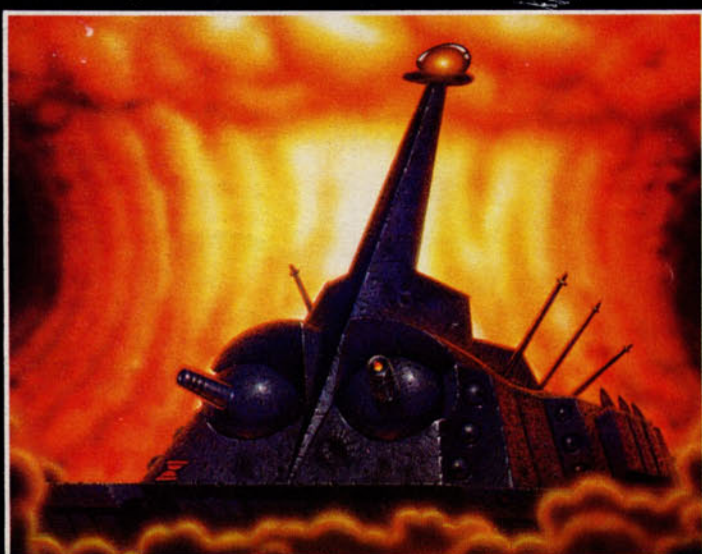
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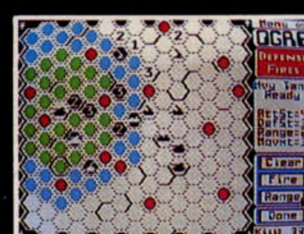
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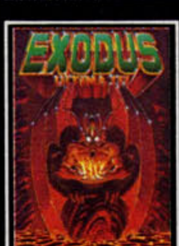
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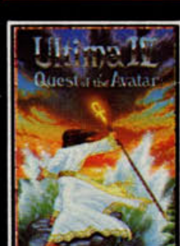
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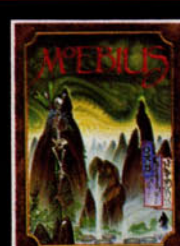
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